

FIG. 1

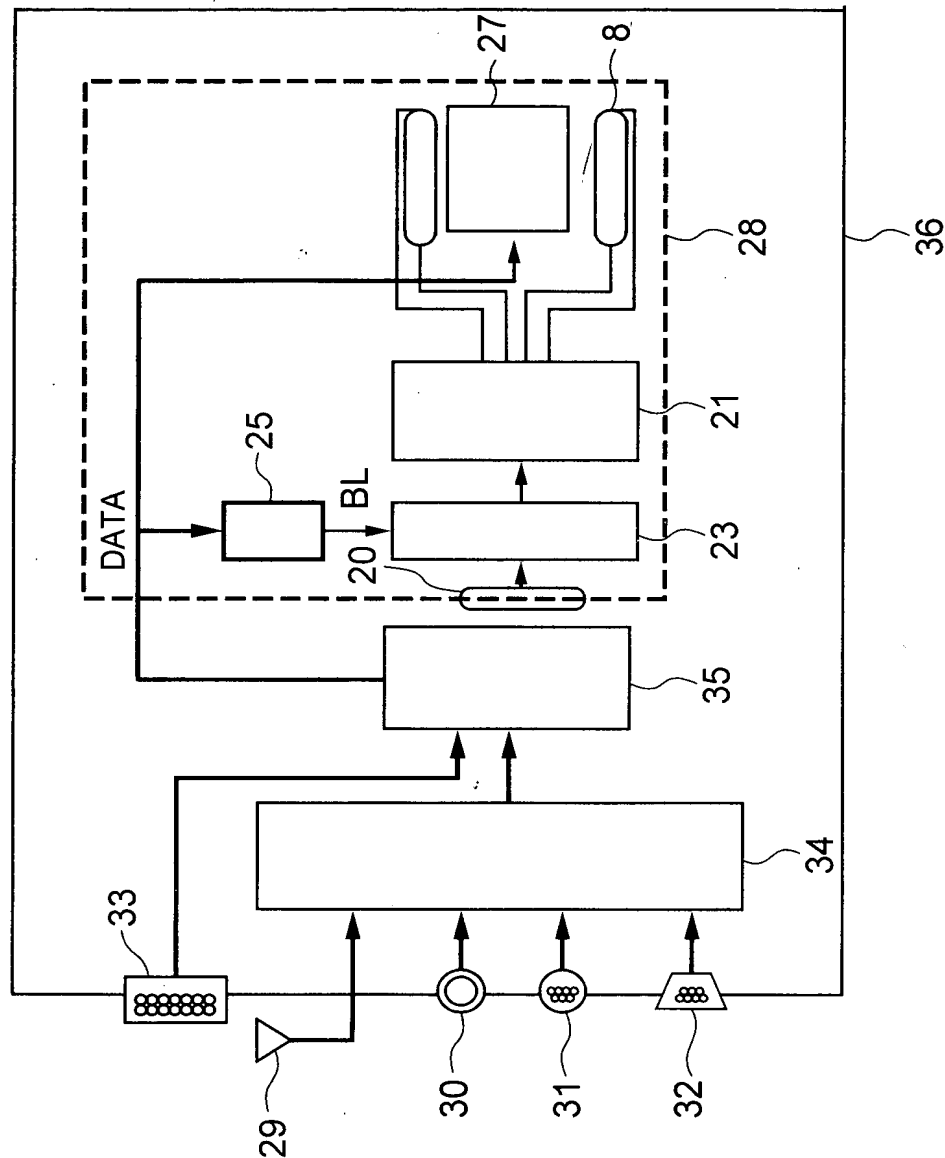


FIG. 2

SYNCHRONIZATION
SIGNAL: VSYNC

1 PERIOD: 16.7 MS

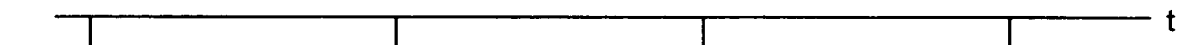
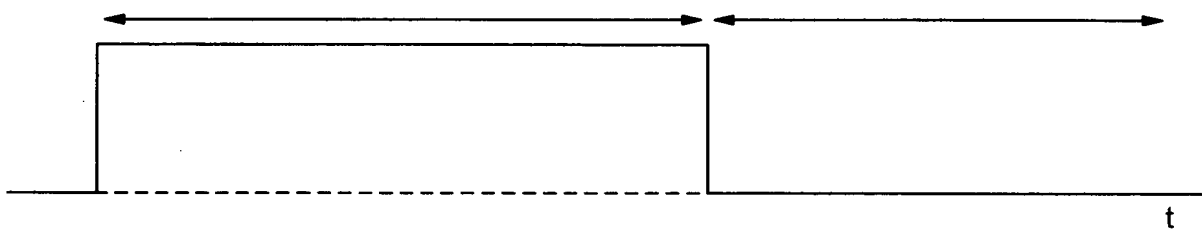


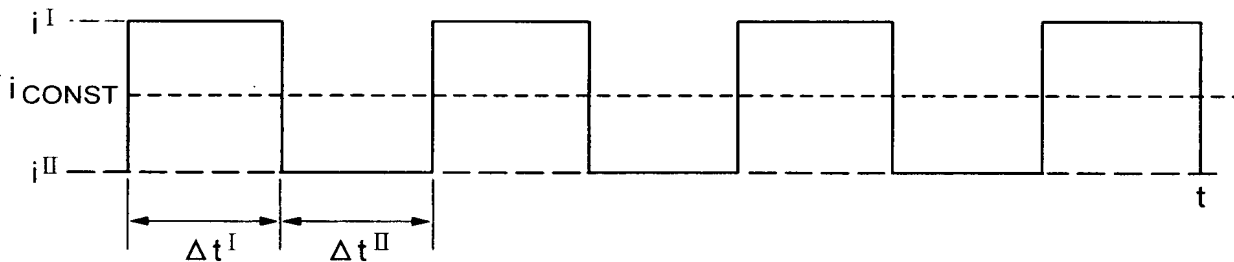
IMAGE DISPLAY SIGNAL:

WHITE

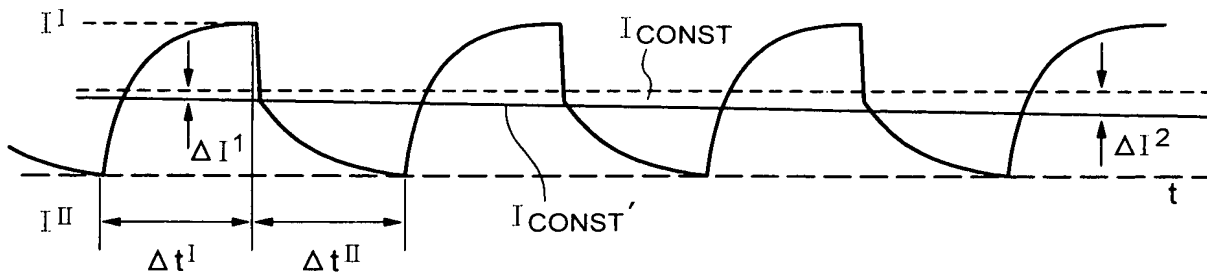
BLACK



LIGHT-SOURCE LIGHTING-UP SIGNAL:



LIGHT-SOURCE LUMINANCE WAVEFORM:



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FIG. 3A

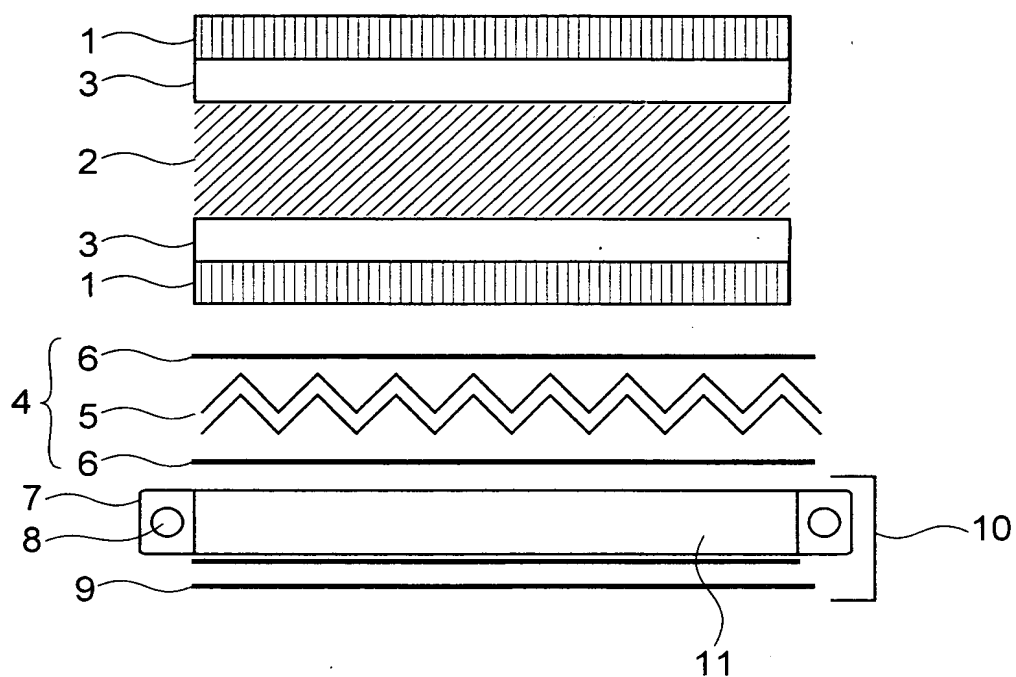


FIG. 3B

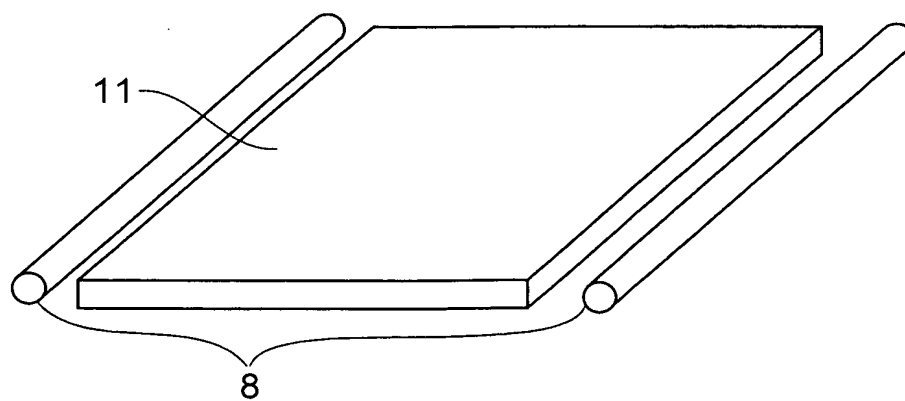


FIG.4A

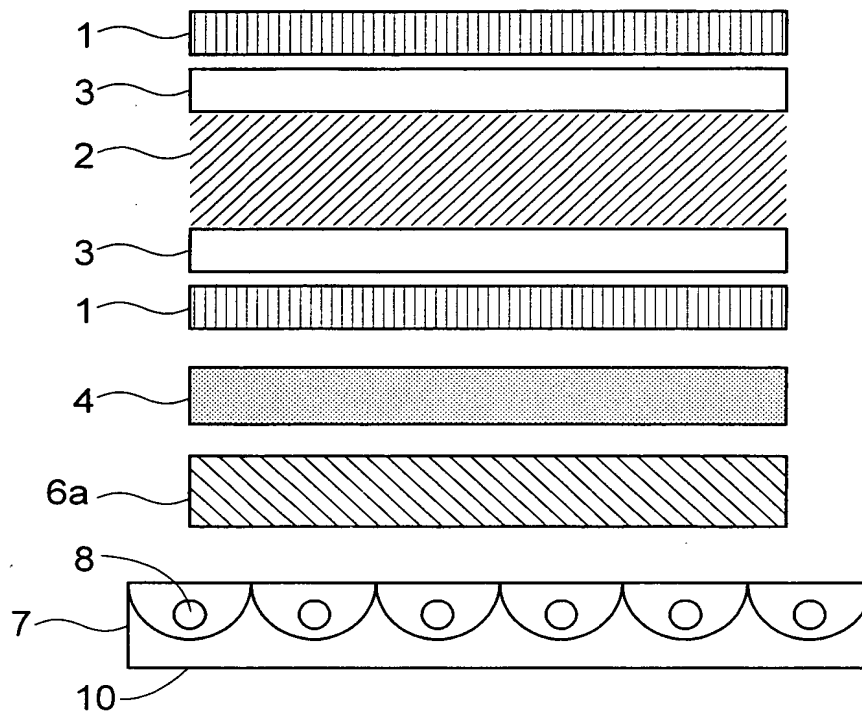
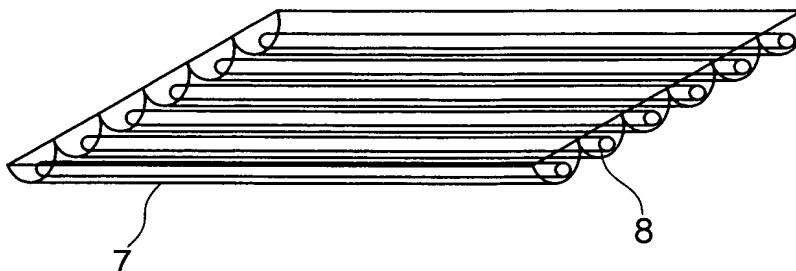


FIG.4B



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FIG.5A

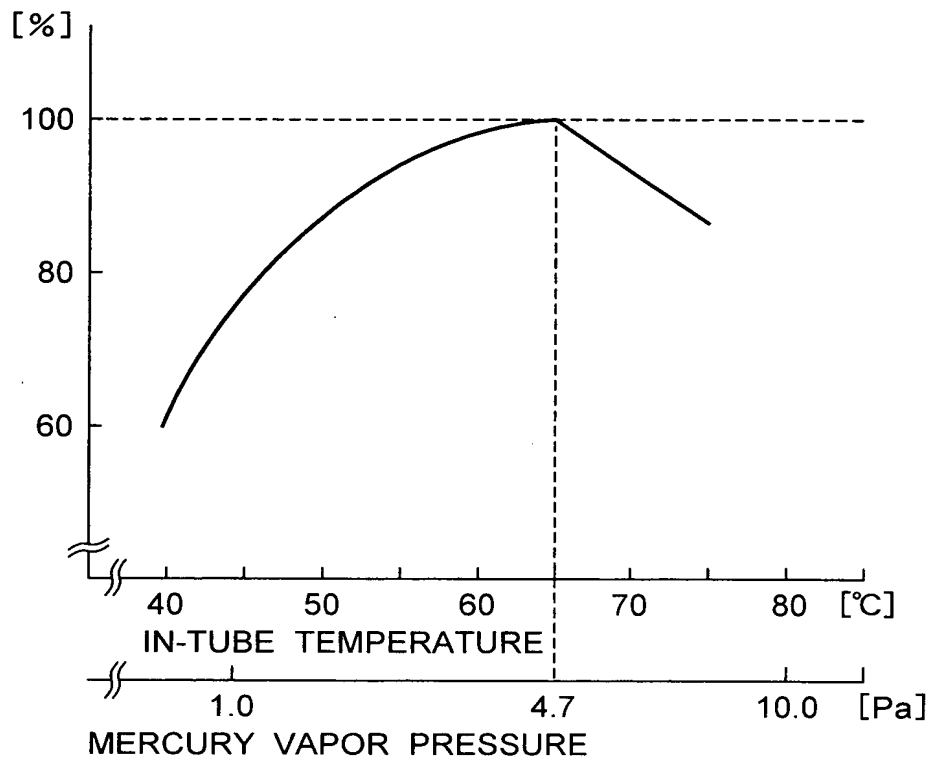
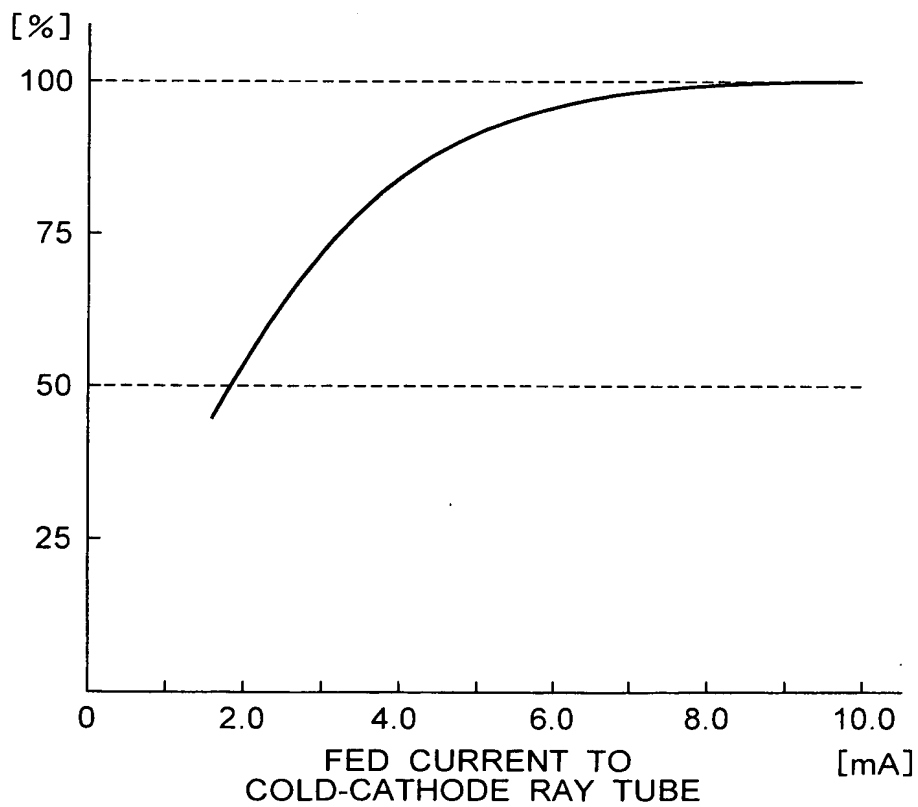


FIG.5B



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FIG. 6

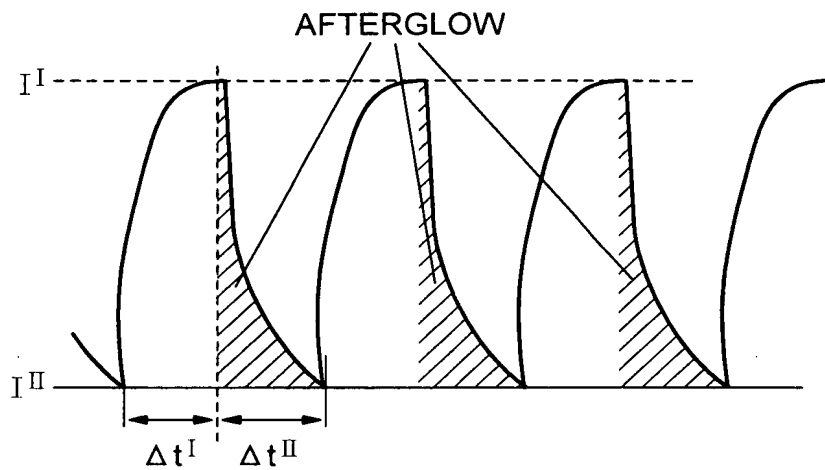


FIG. 7A

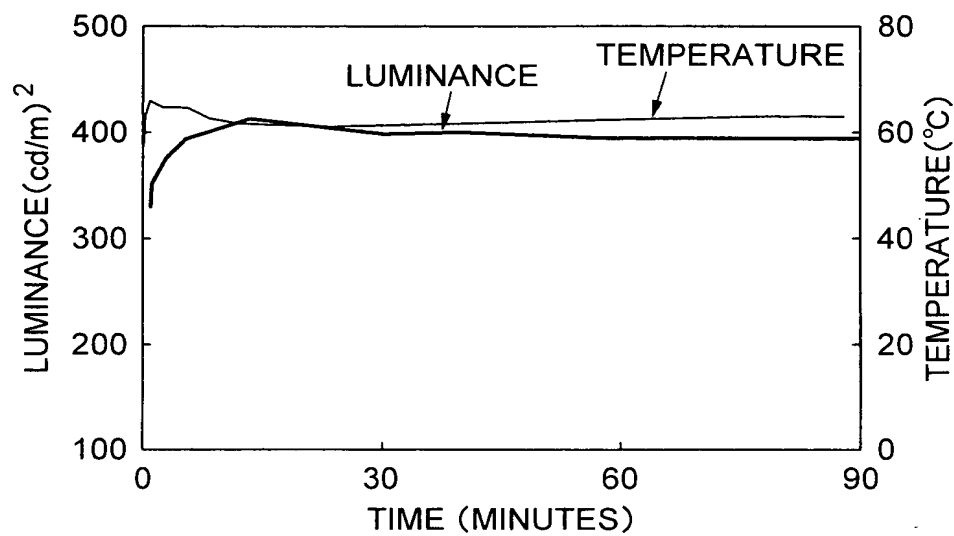


FIG. 7B

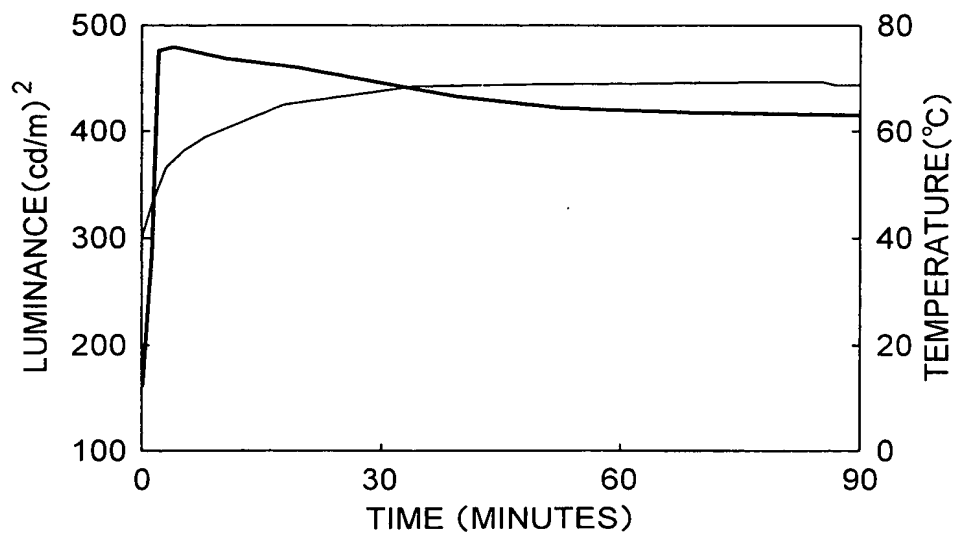
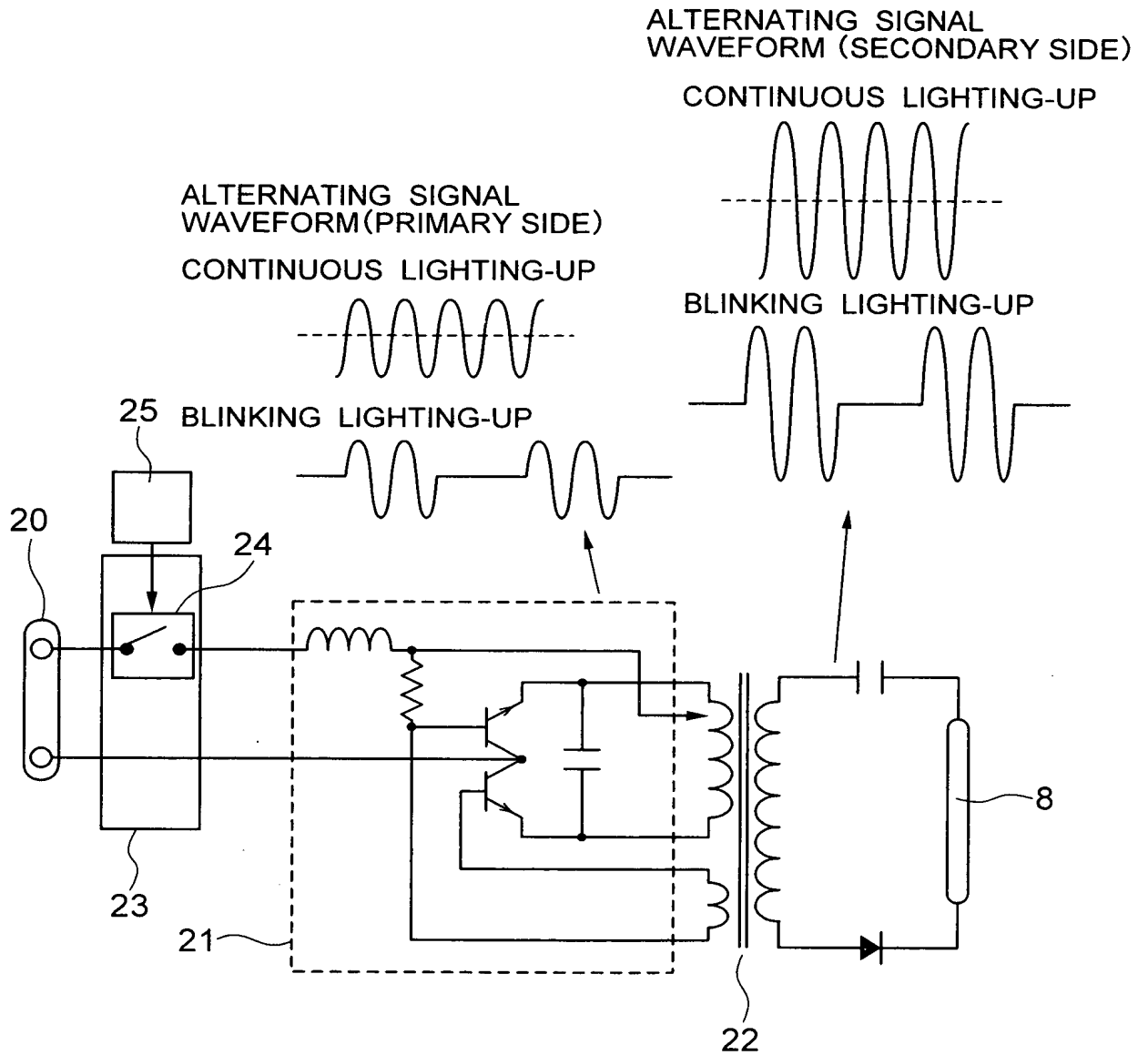


FIG. 8



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FIG. 9

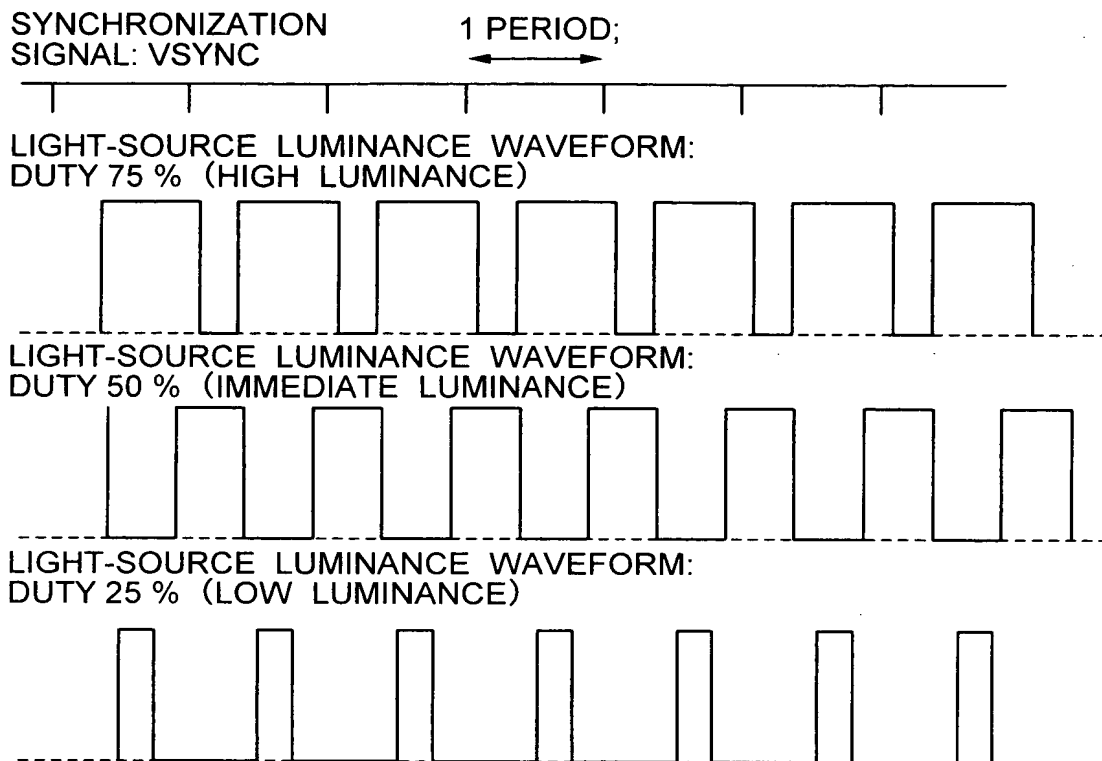
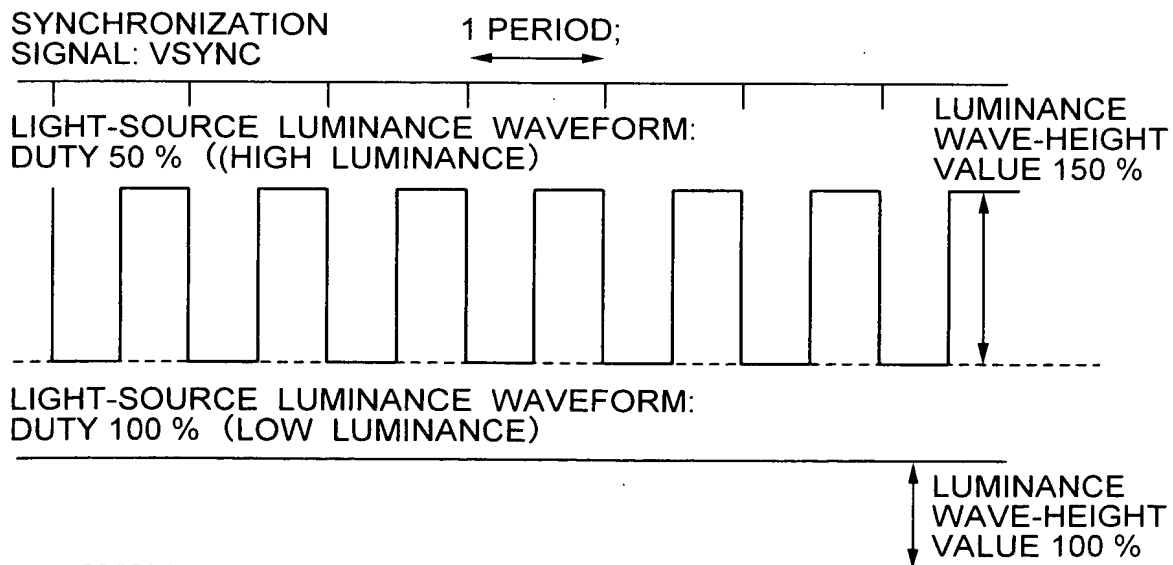


FIG. 10



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FIG. 11A

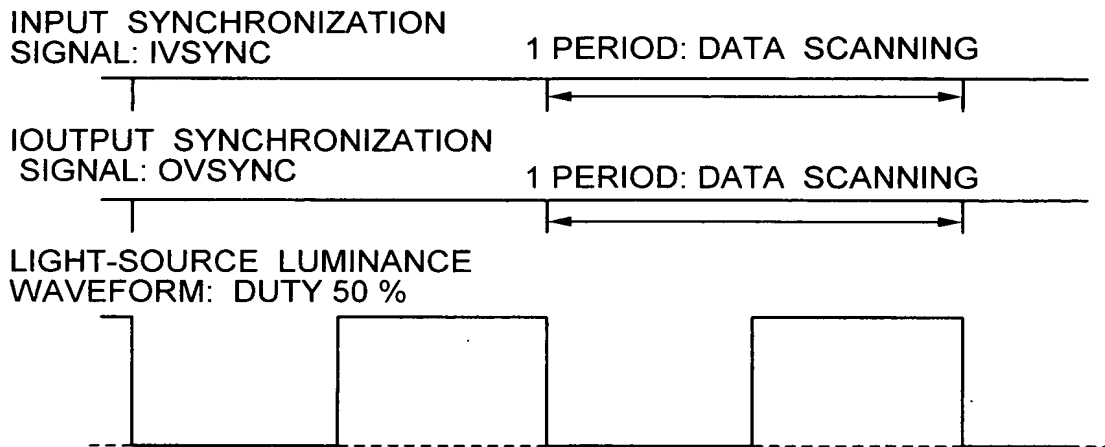


FIG. 11B

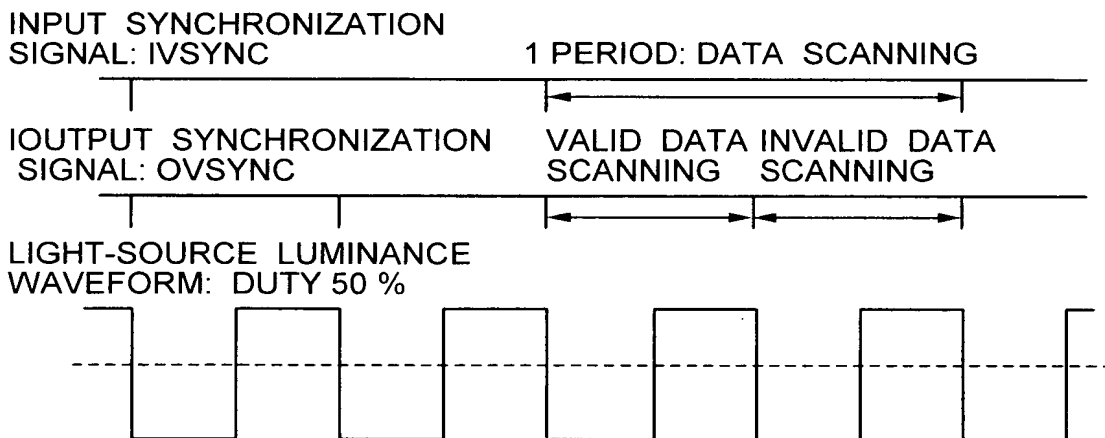


FIG. 11C

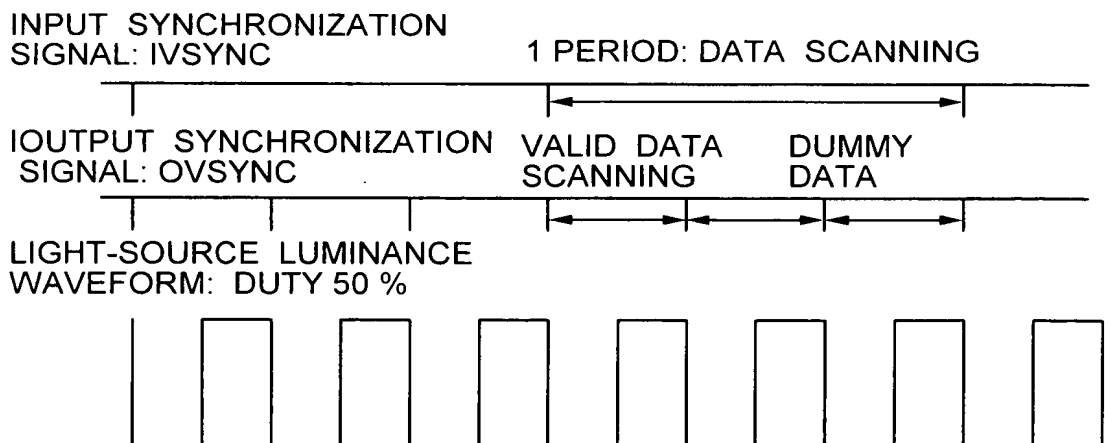
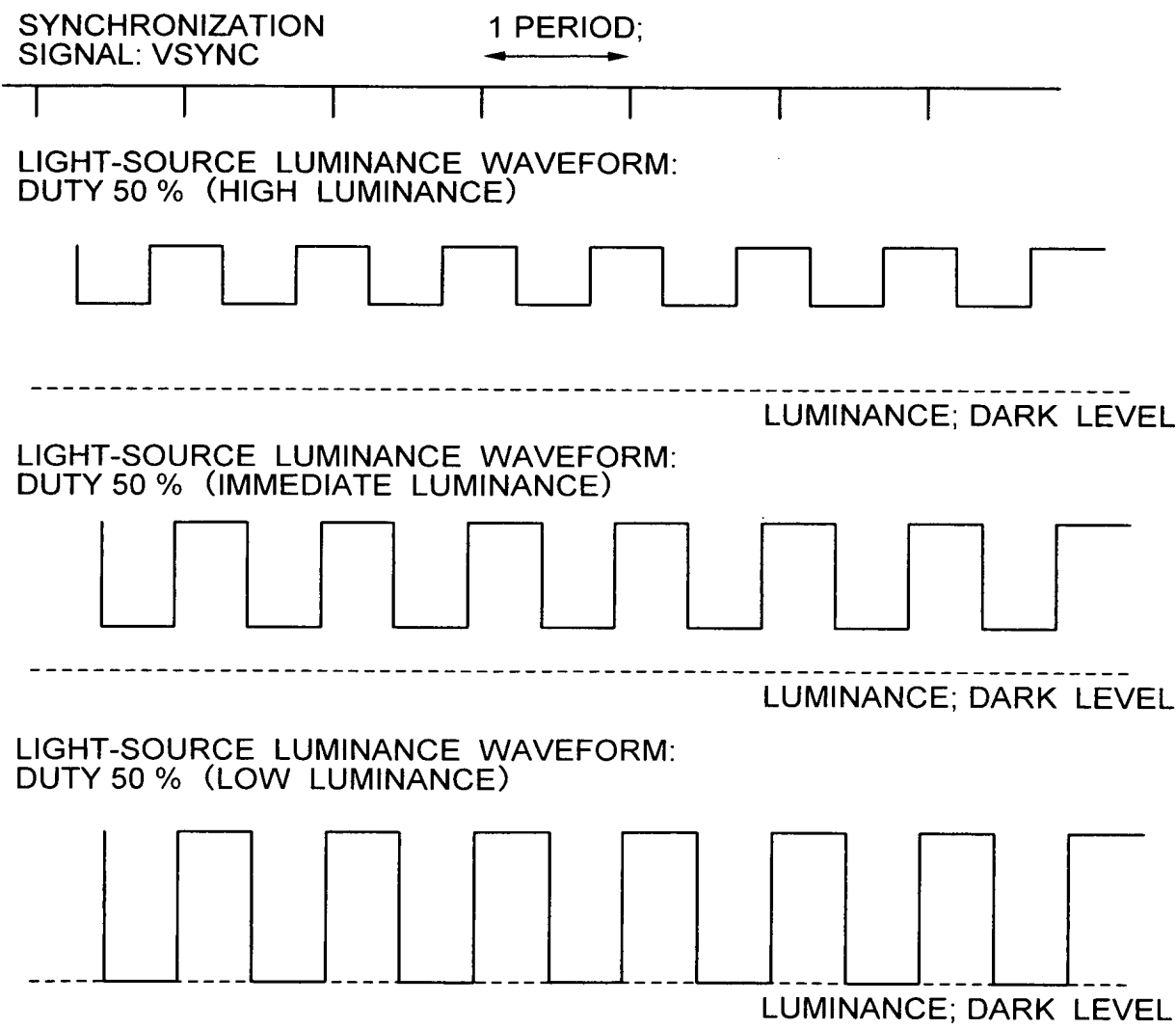


FIG. 12



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FIG. 13A

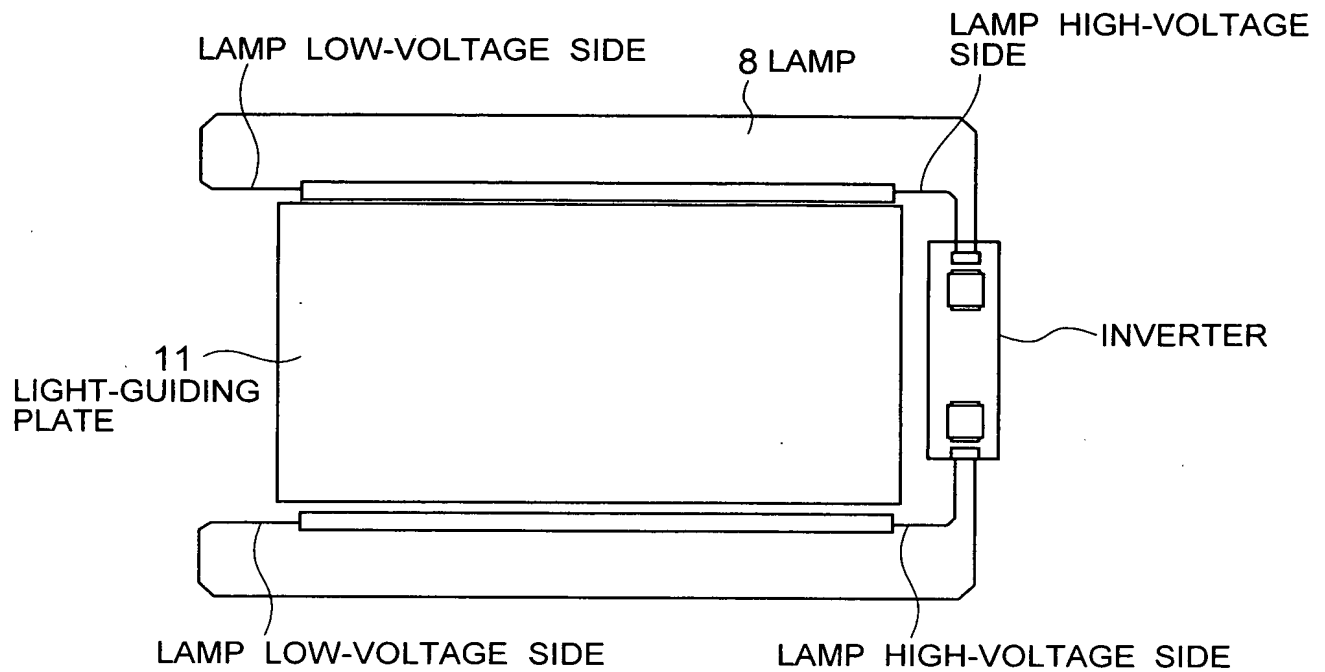


FIG. 13B

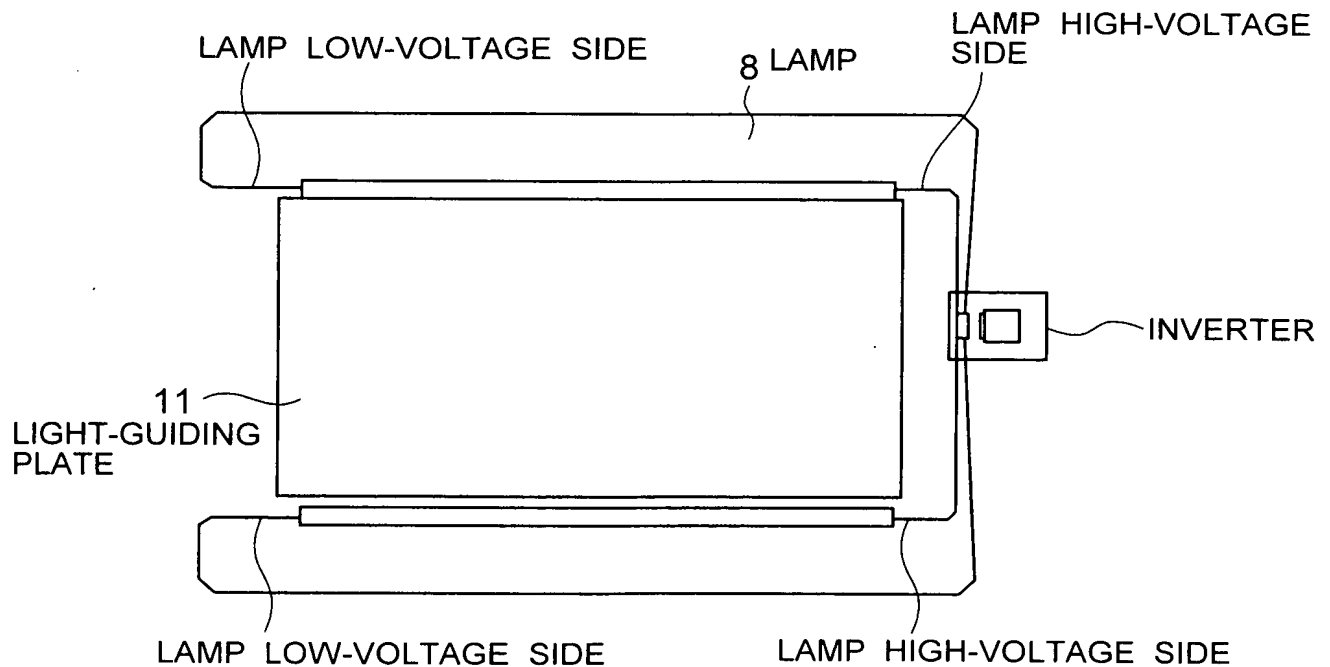


FIG. 14A

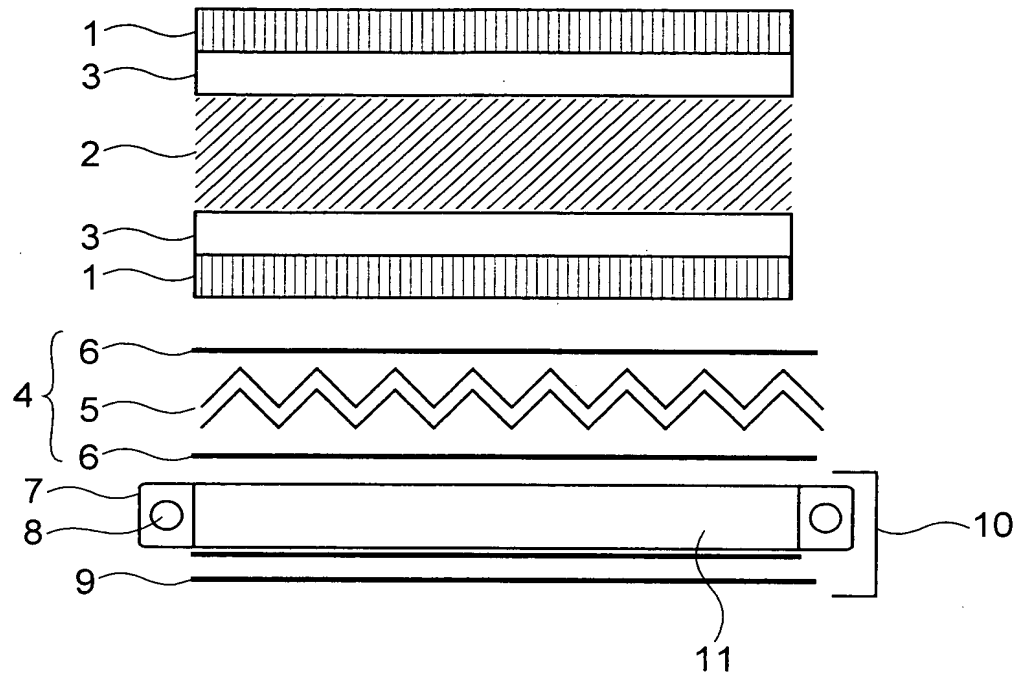


FIG. 14B

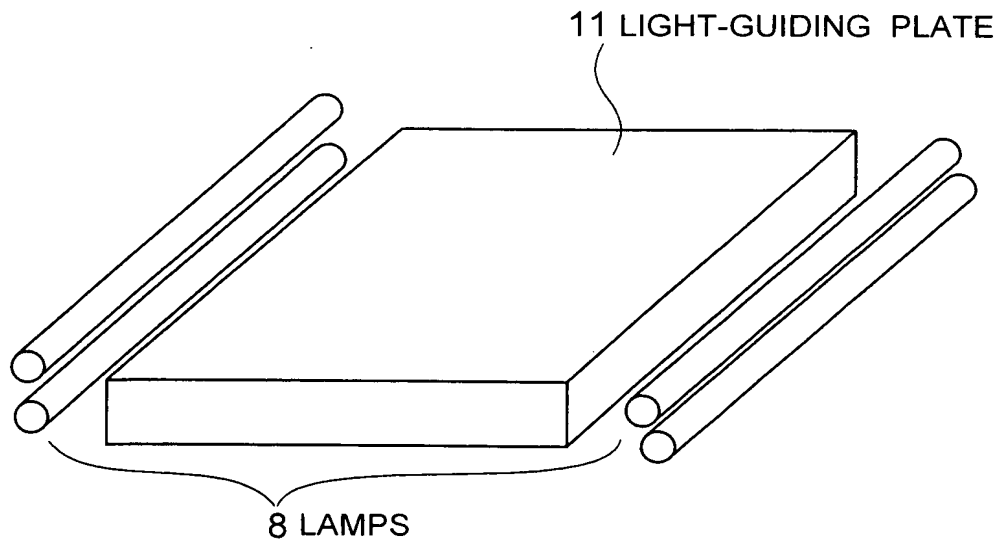


FIG. 15

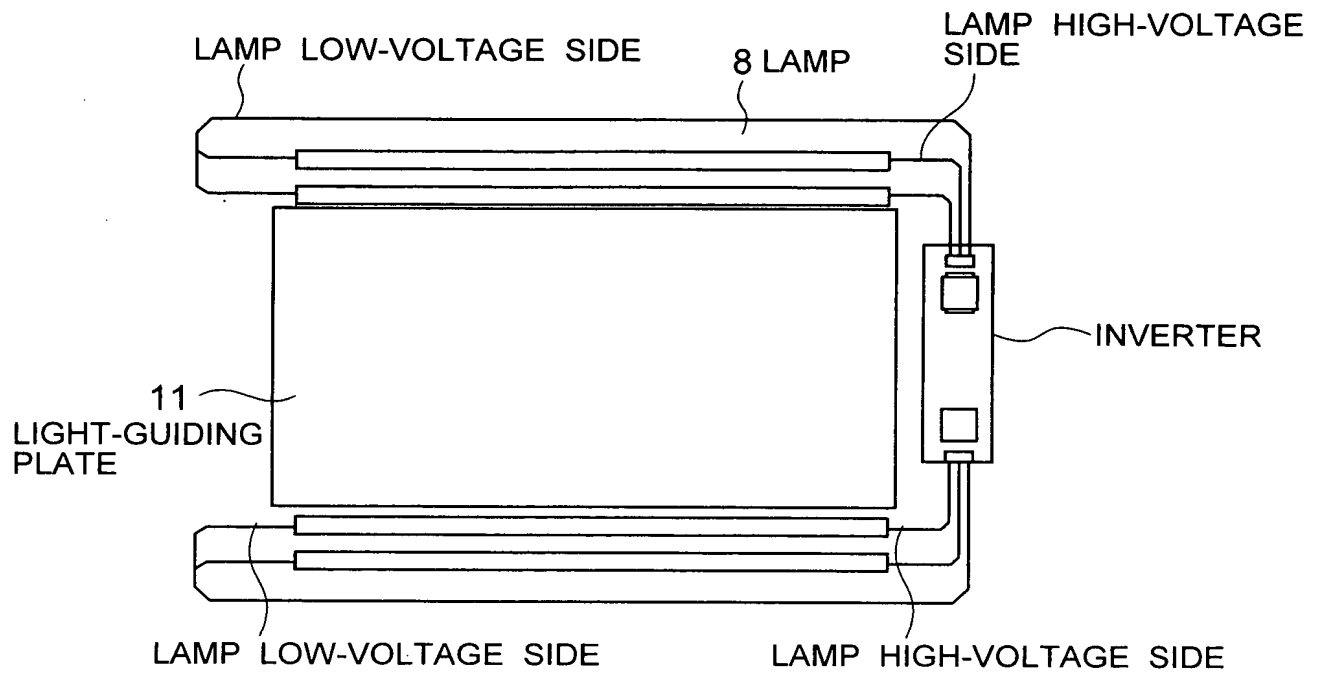


FIG. 16

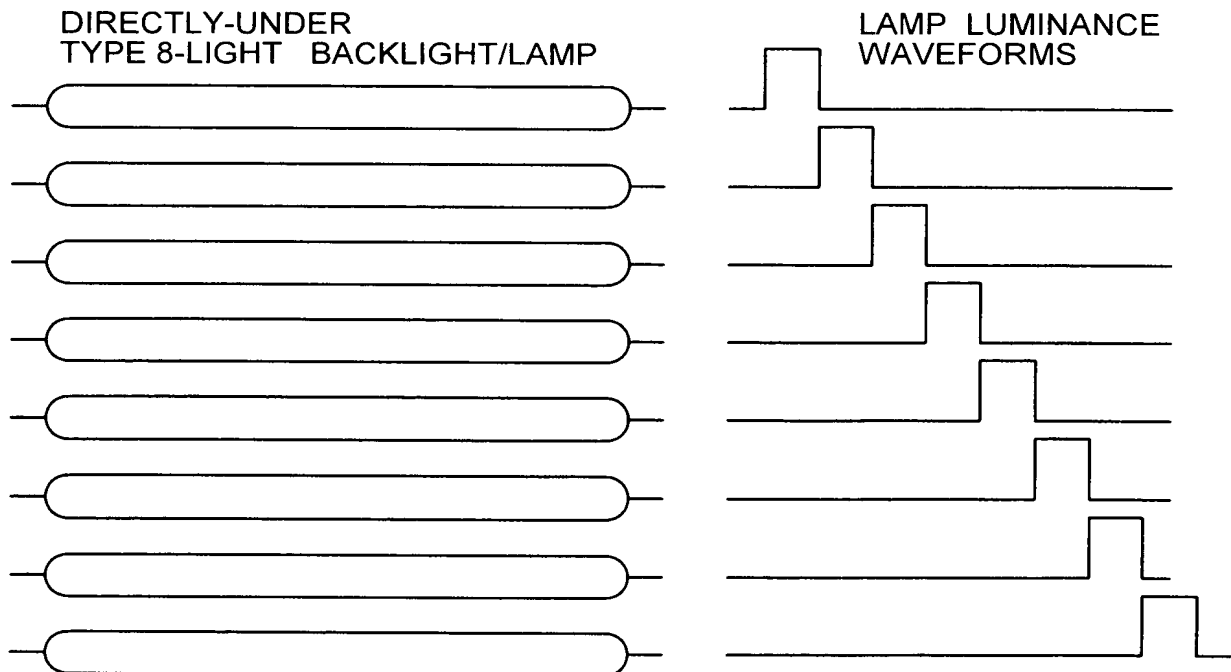


FIG. 17

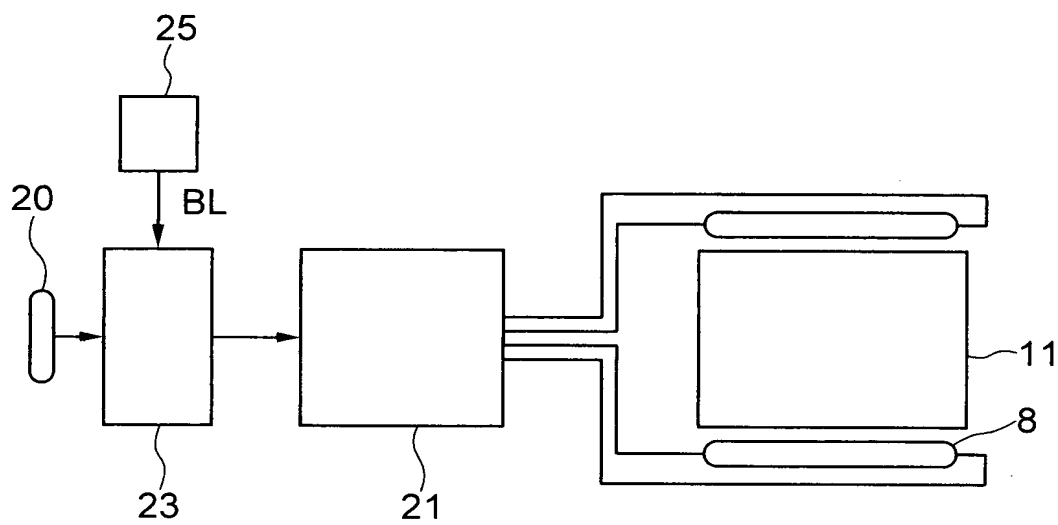


FIG. 18

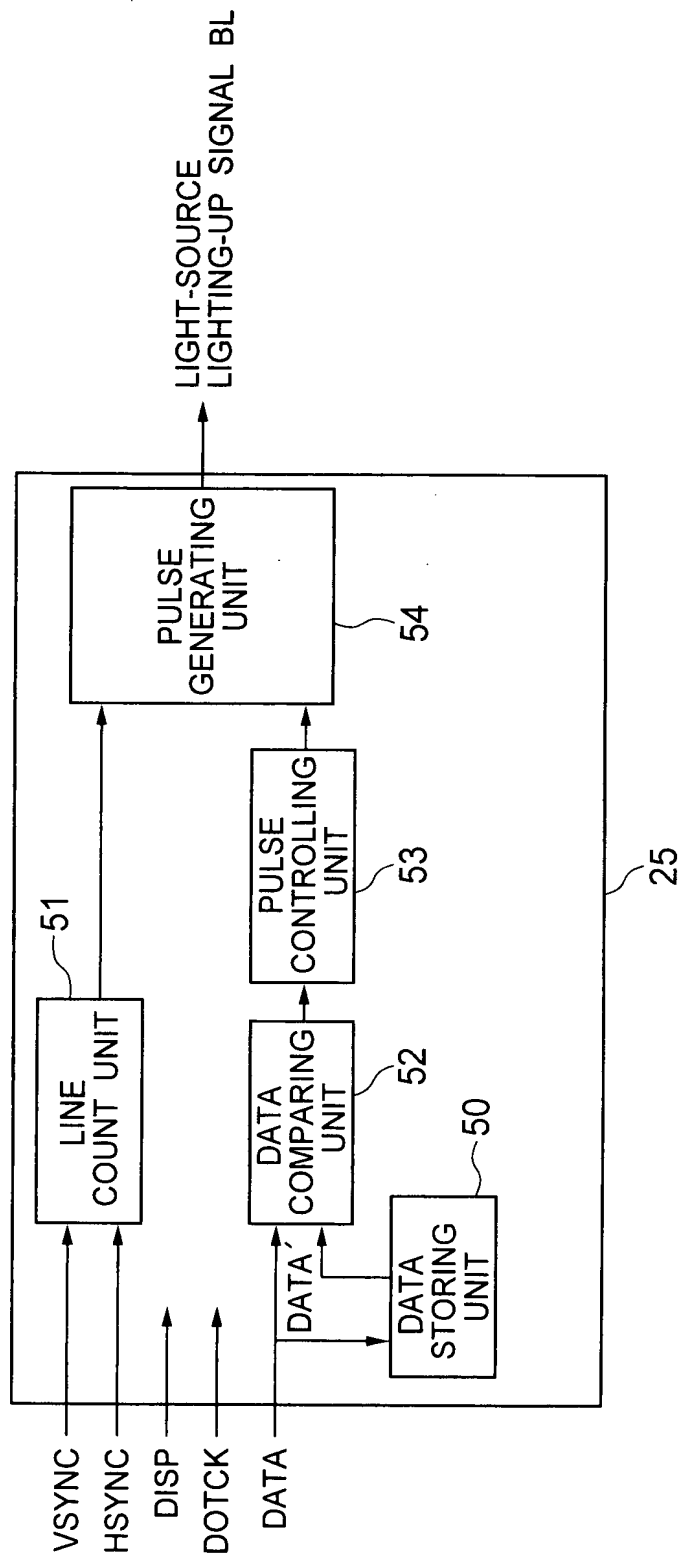
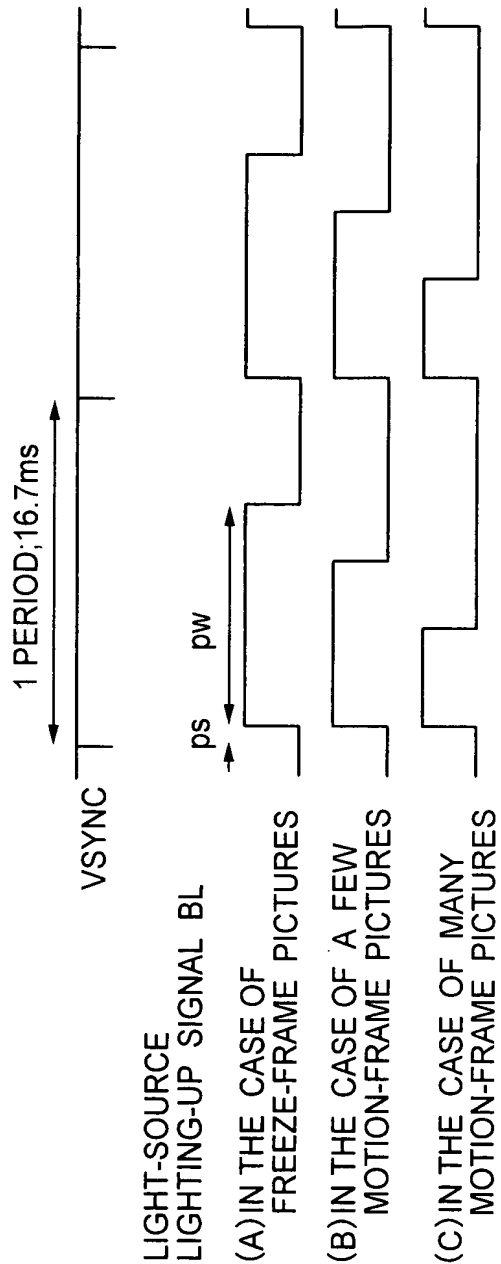


FIG. 19



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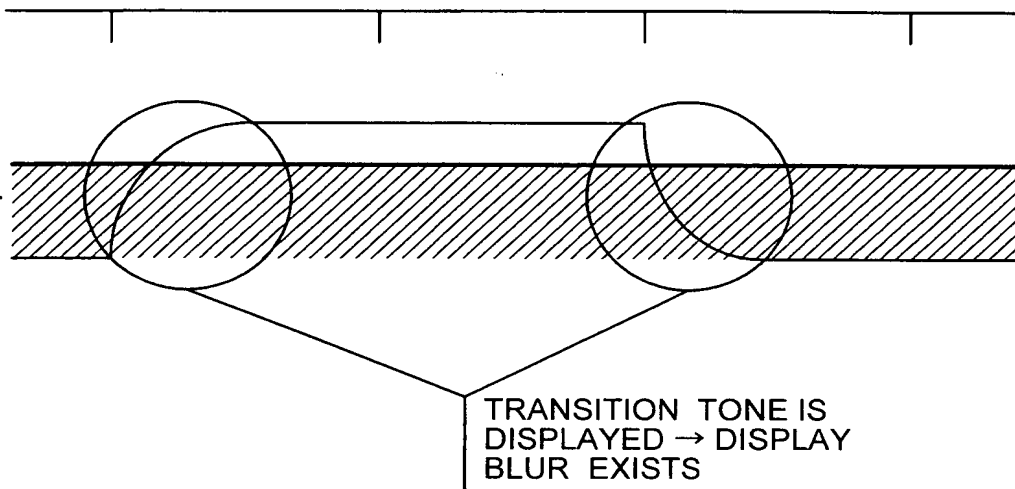
HOLD TYPE
LIGHT-EMISSION
IN THE PRIOR ART

FIG. 20A

SYNCHRONIZATION
SIGNAL : VSYNC

LIGHT-SOURCE
WAVEFORM
(HOLD TYPE)

LIQUID CRYSTAL
RESPONSE
WAVEFORM



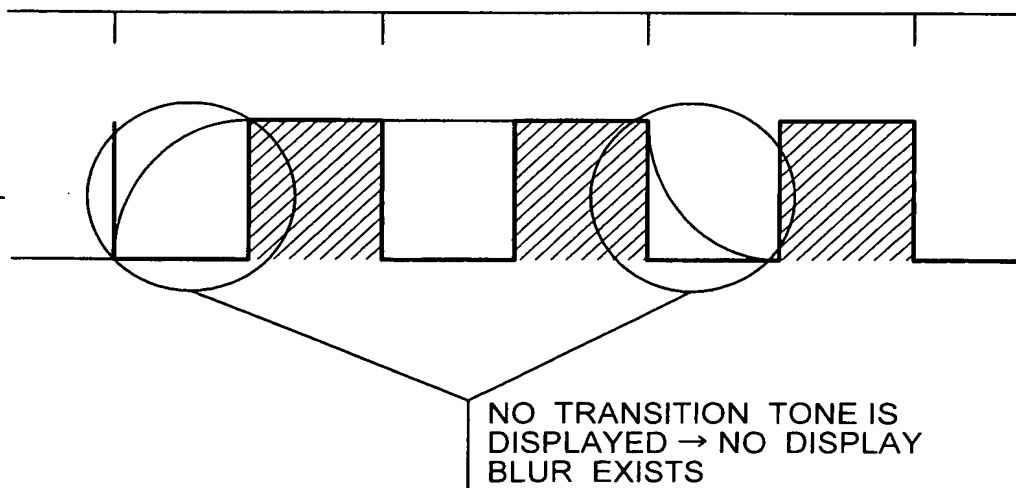
IMPULSE TYPE LIGHT-EMISSION
IN THE PRESENT DEVELOPMENT

FIG. 20B

SYNCHRONIZATION
SIGNAL : VSYNC

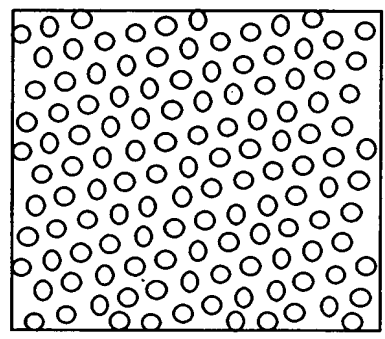
LIGHT-SOURCE
WAVEFORM
(HOLD TYPE)

LIQUID CRYSTAL
RESPONSE
WAVEFORM



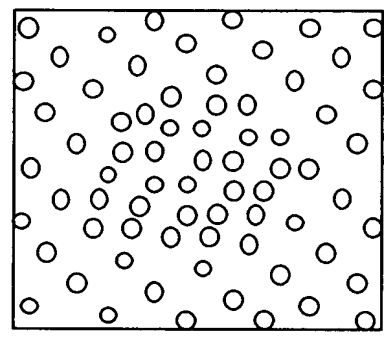
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FIG. 21A



DISPLAY SCREEN DETECTION POINTS

FIG. 21B



DISPLAY SCREEN DETECTION POINTS

FIG. 22

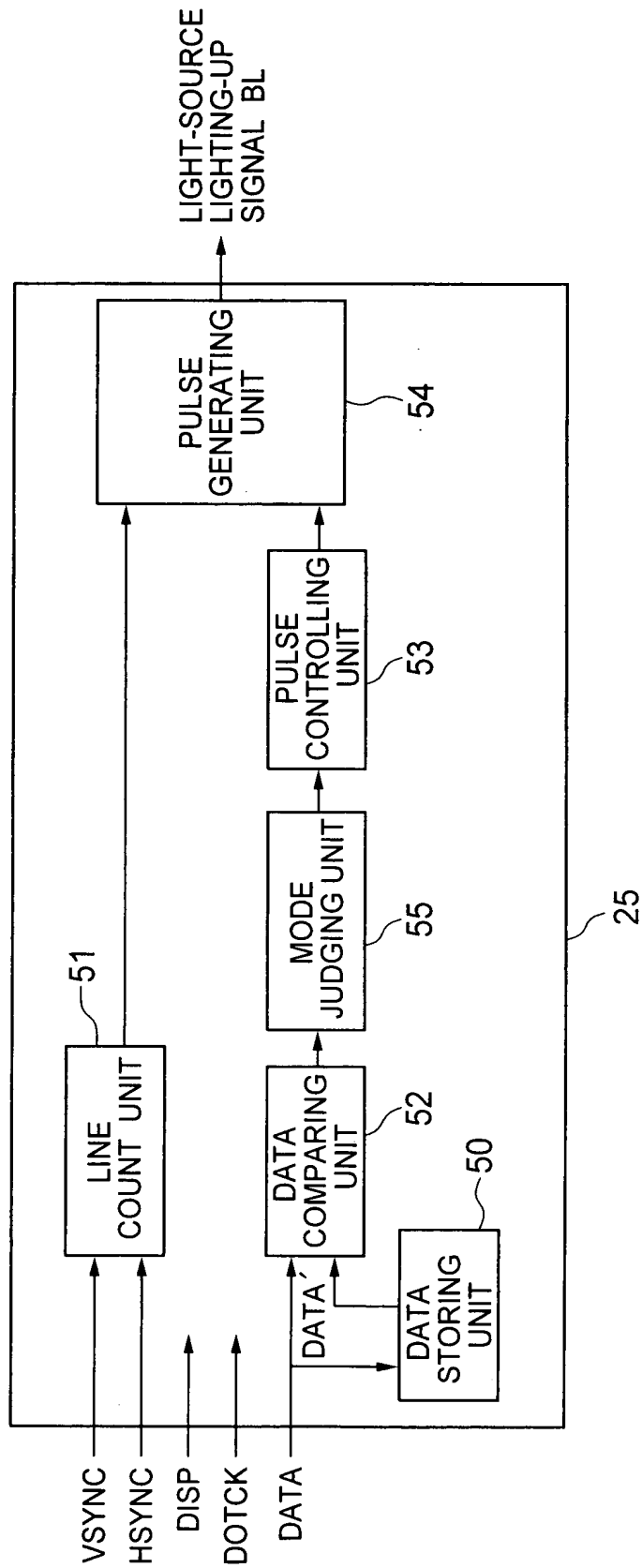


FIG. 23

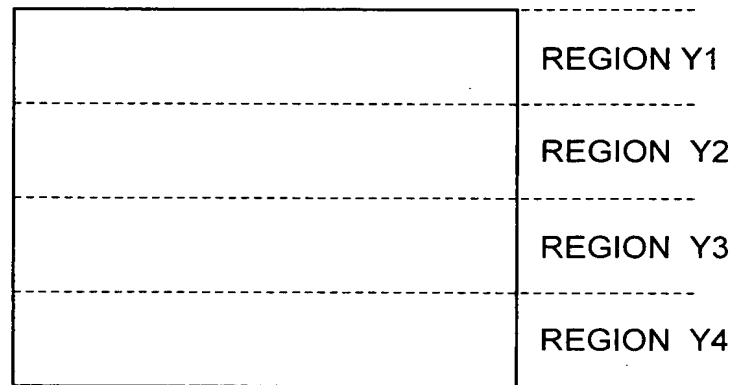
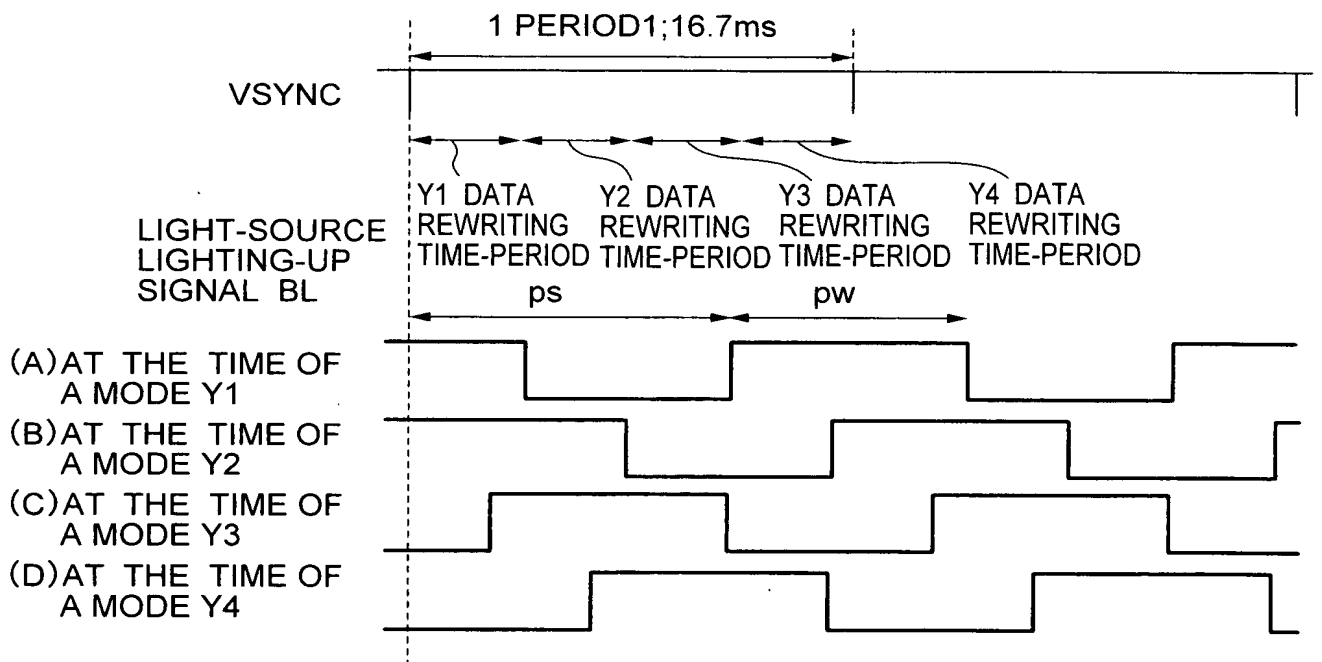


FIG. 24



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FIG. 25

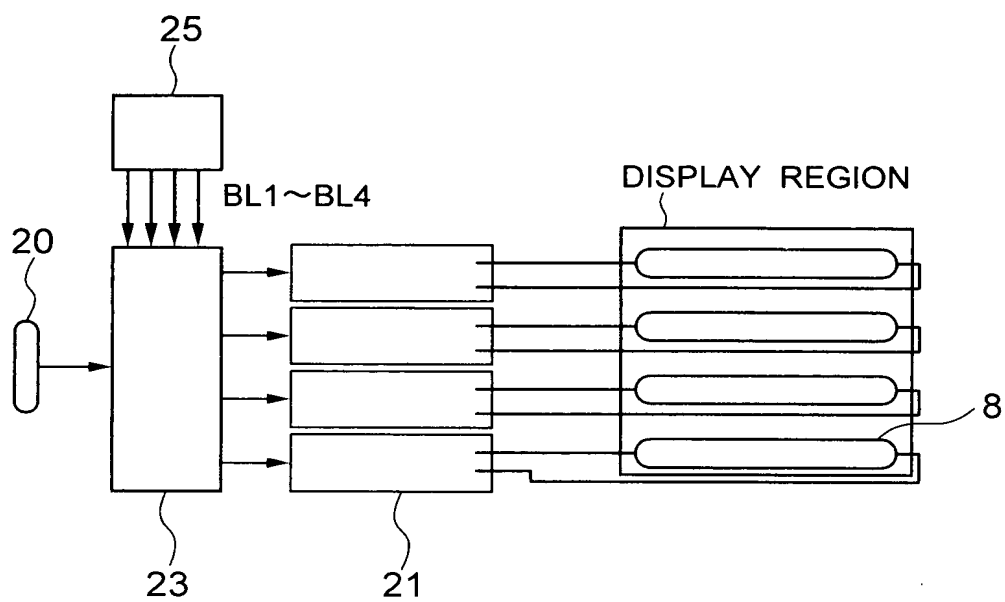


FIG. 26

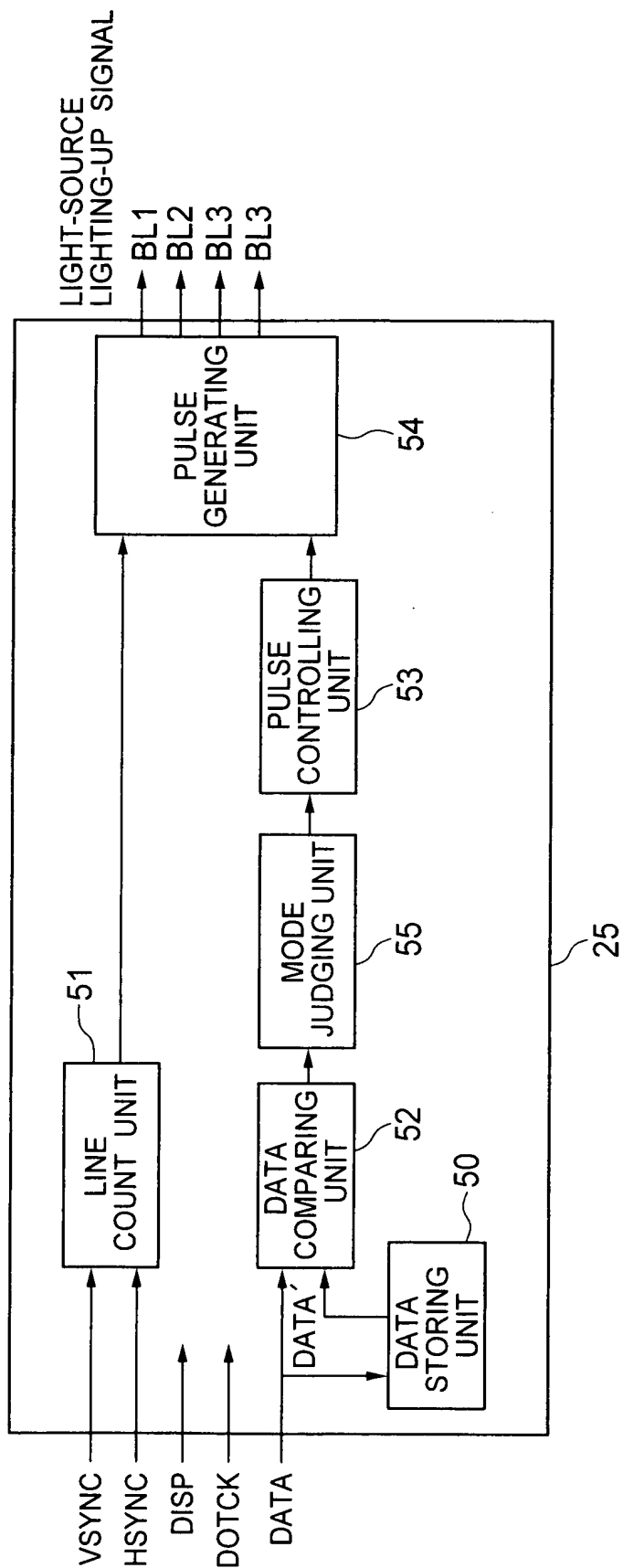
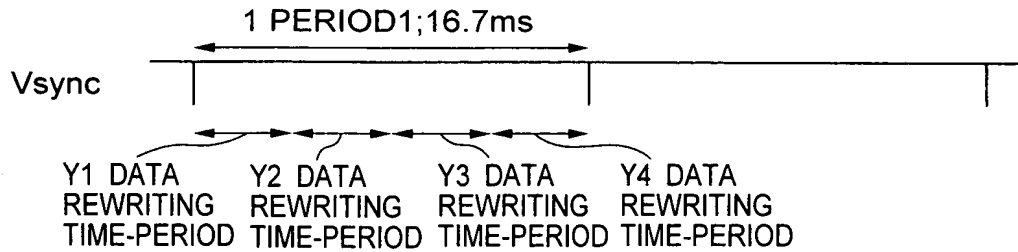
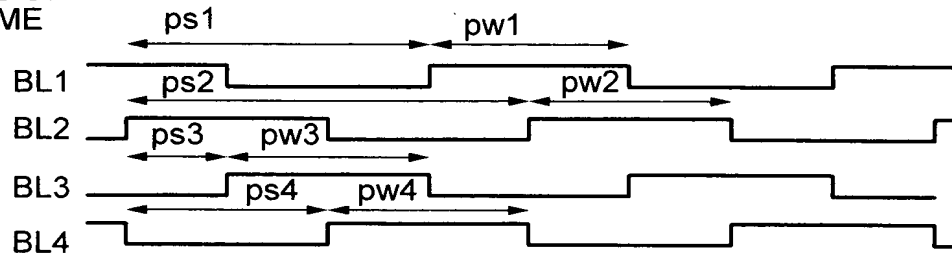


FIG. 27

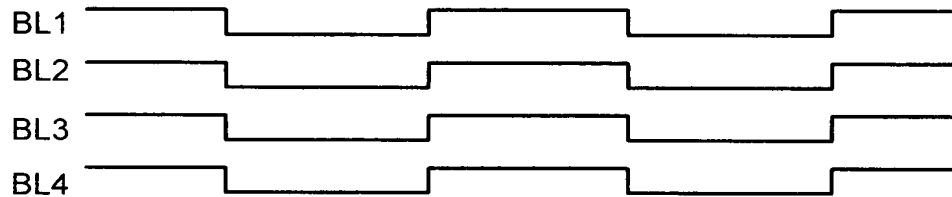


LIGHT-SOURCE
LIGHTING-UP

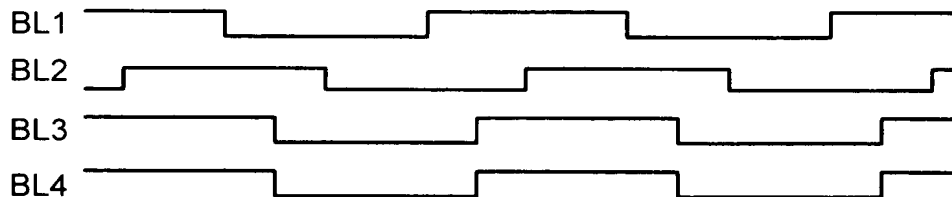
(A) AT THE TIME OF
FREEZE-FRAME
PICTURES



(B) AT THE TIME OF
A MODE Y1



(C) AT THE TIME OF
A MODE Y1, Y2



(D) AT THE TIME OF
A MODE Y1, Y3

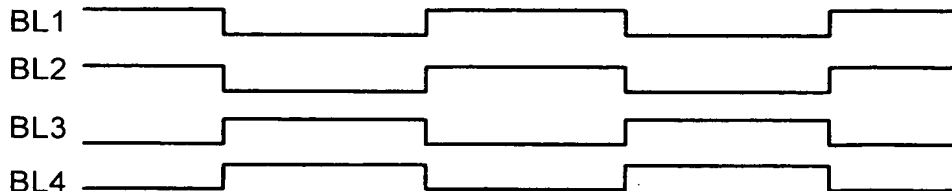
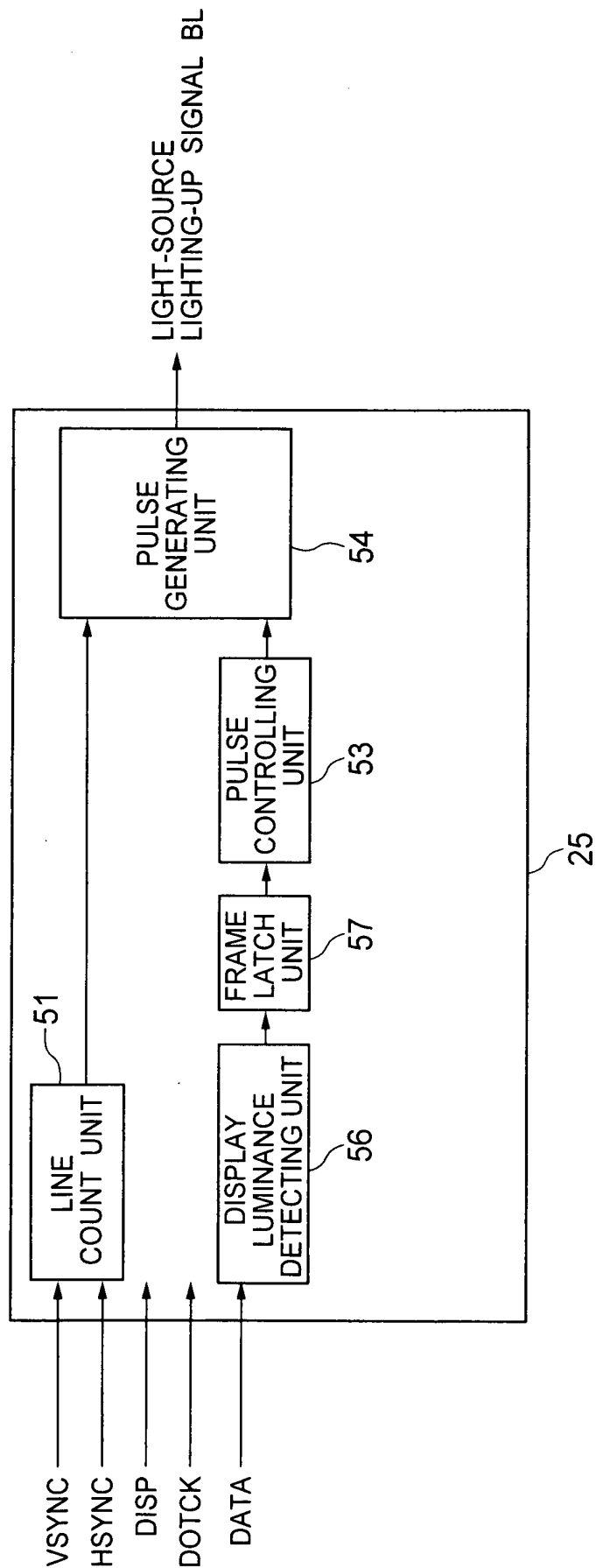


FIG. 28



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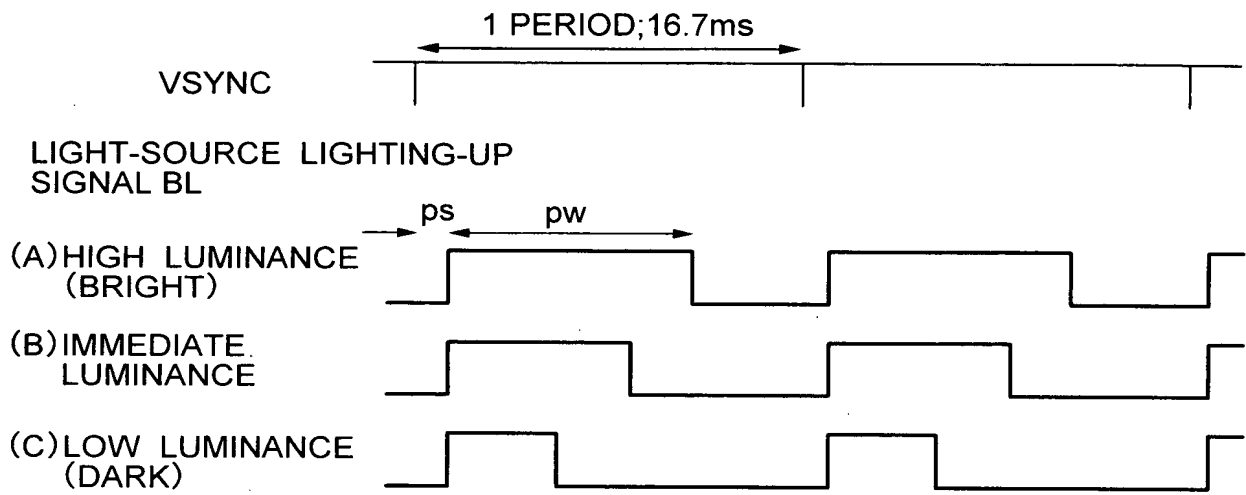


FIG. 30

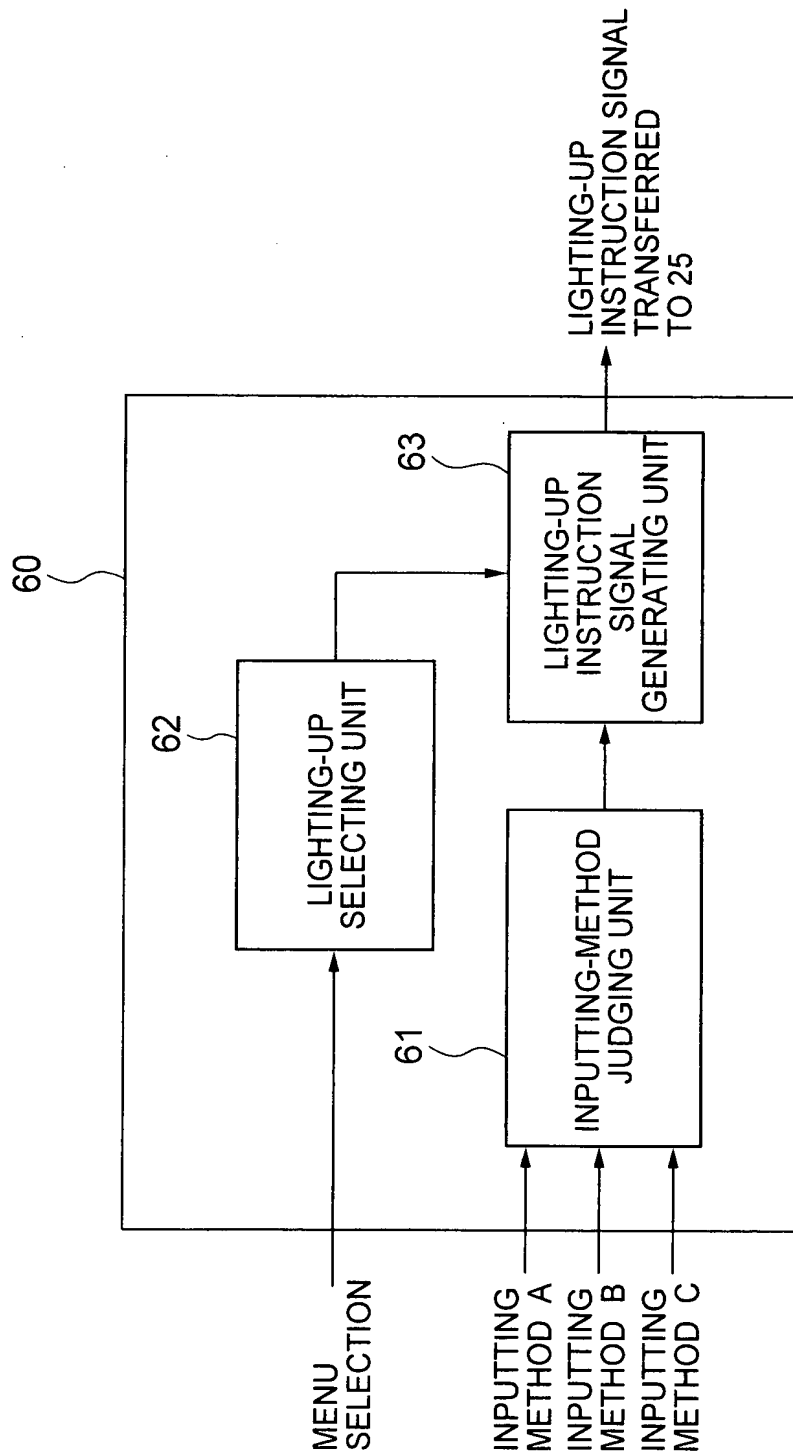
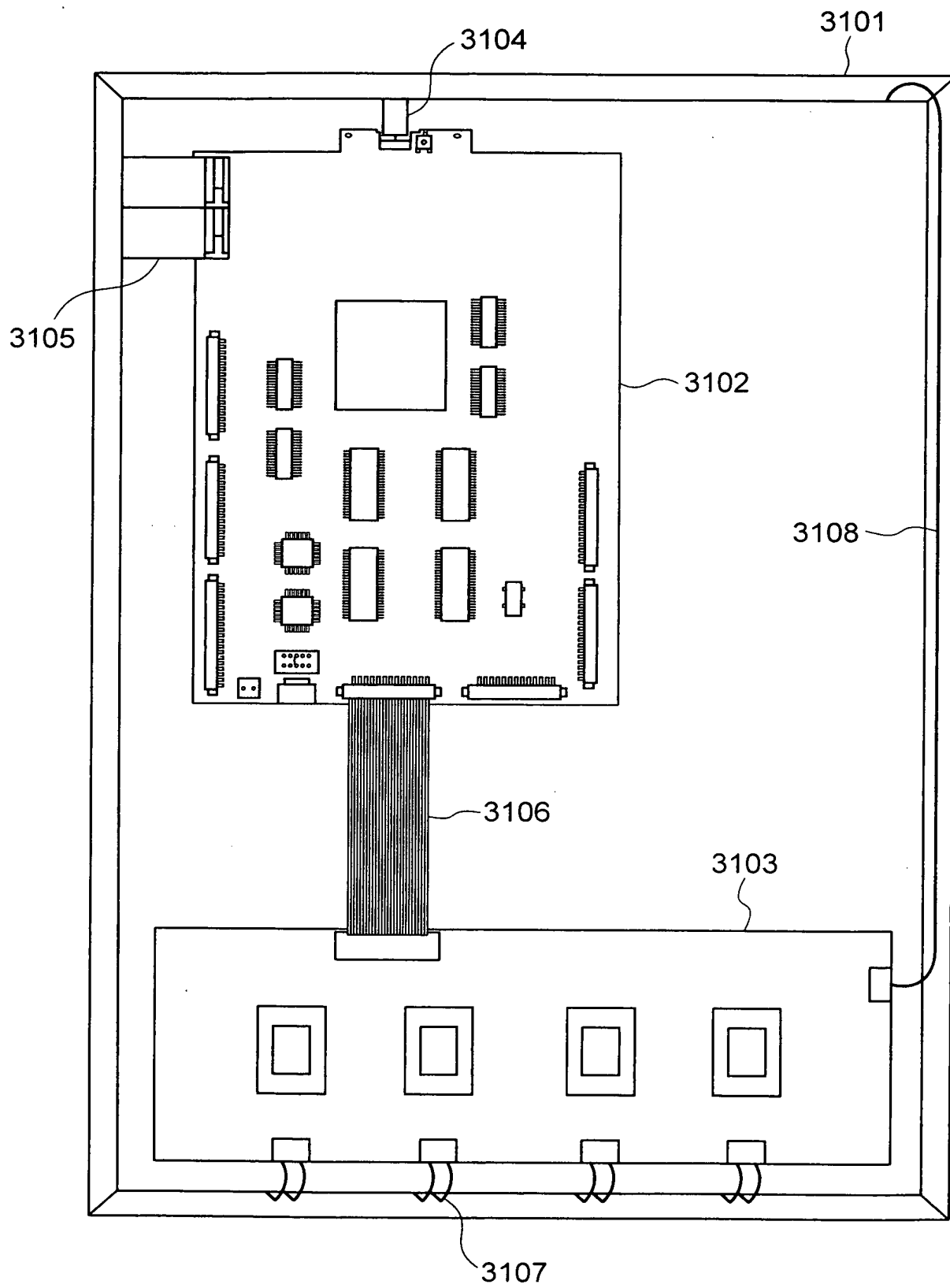
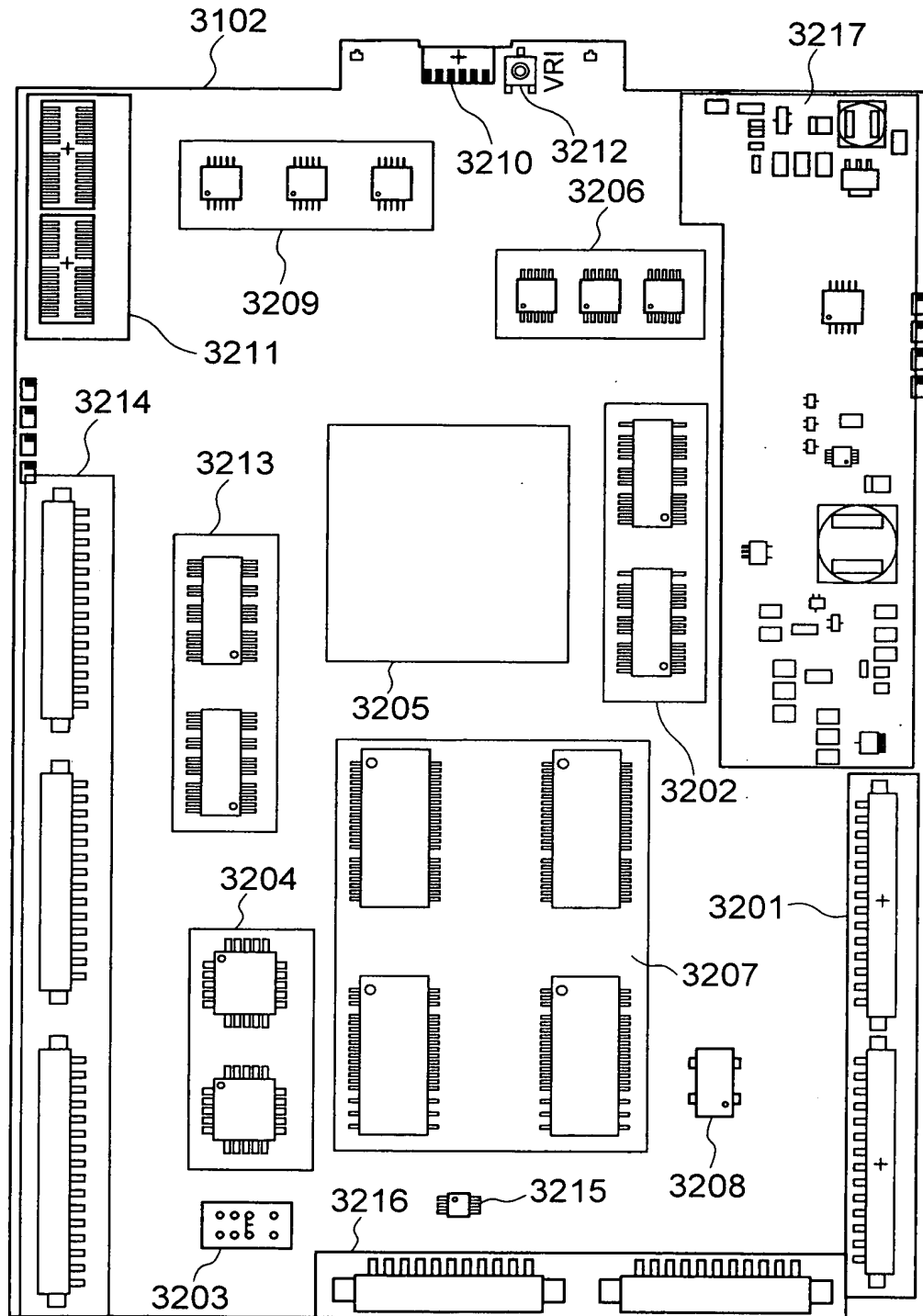


FIG. 31



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FIG. 32



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FIG. 33

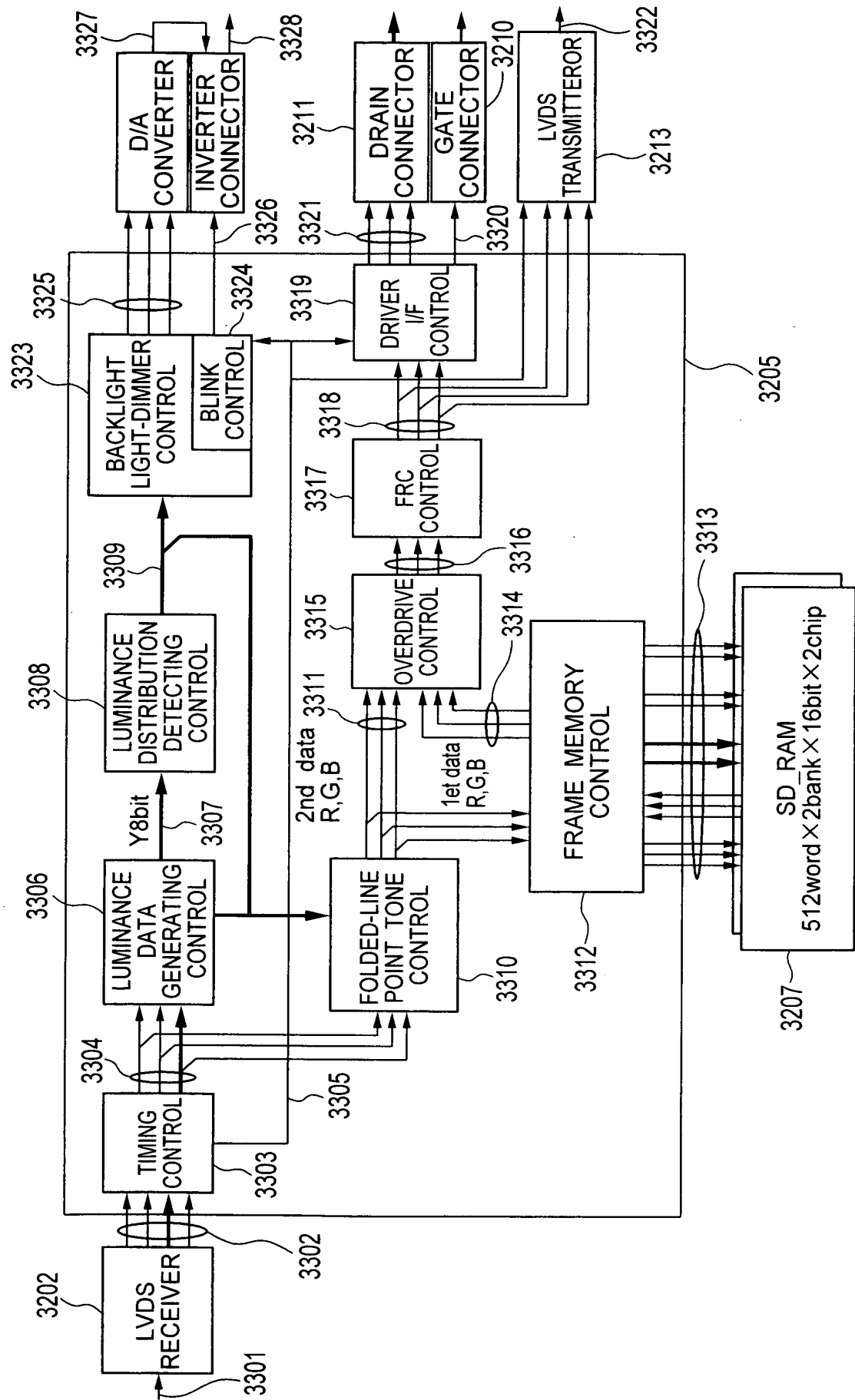
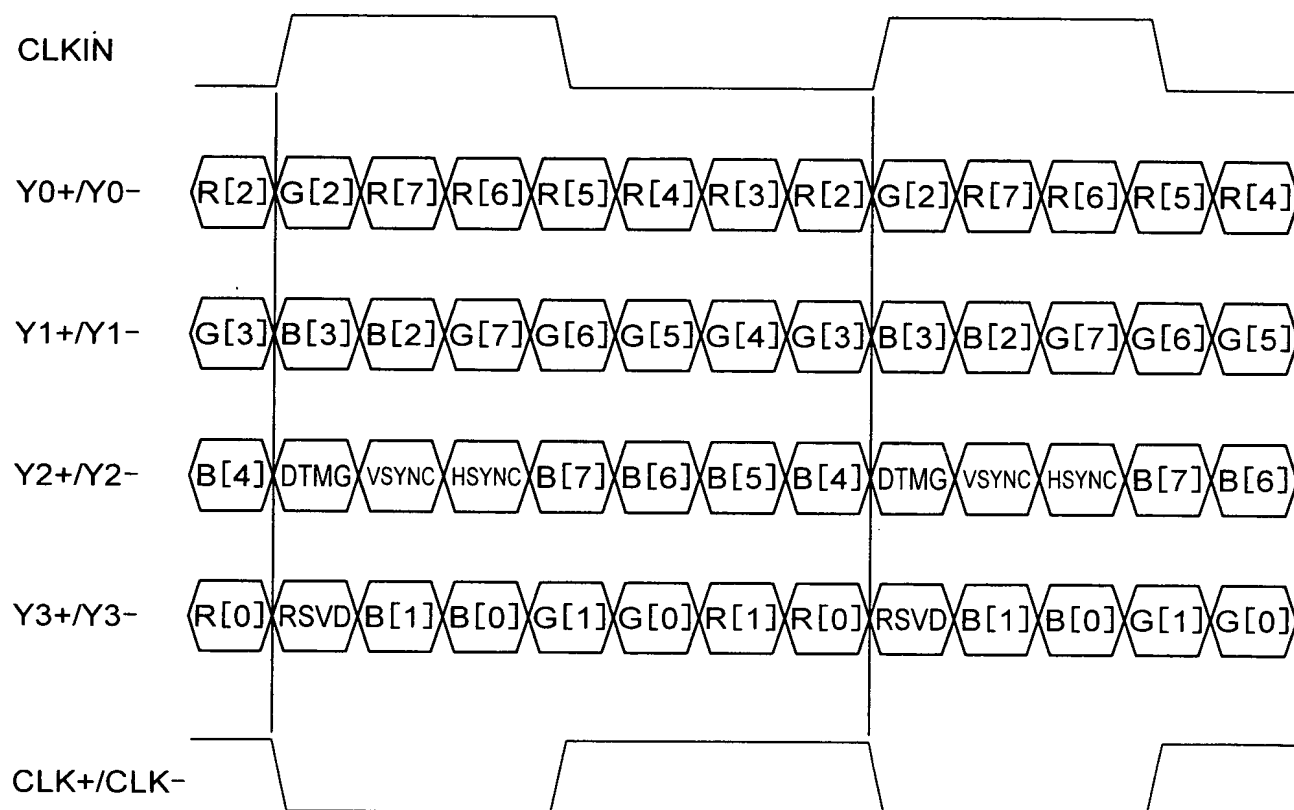
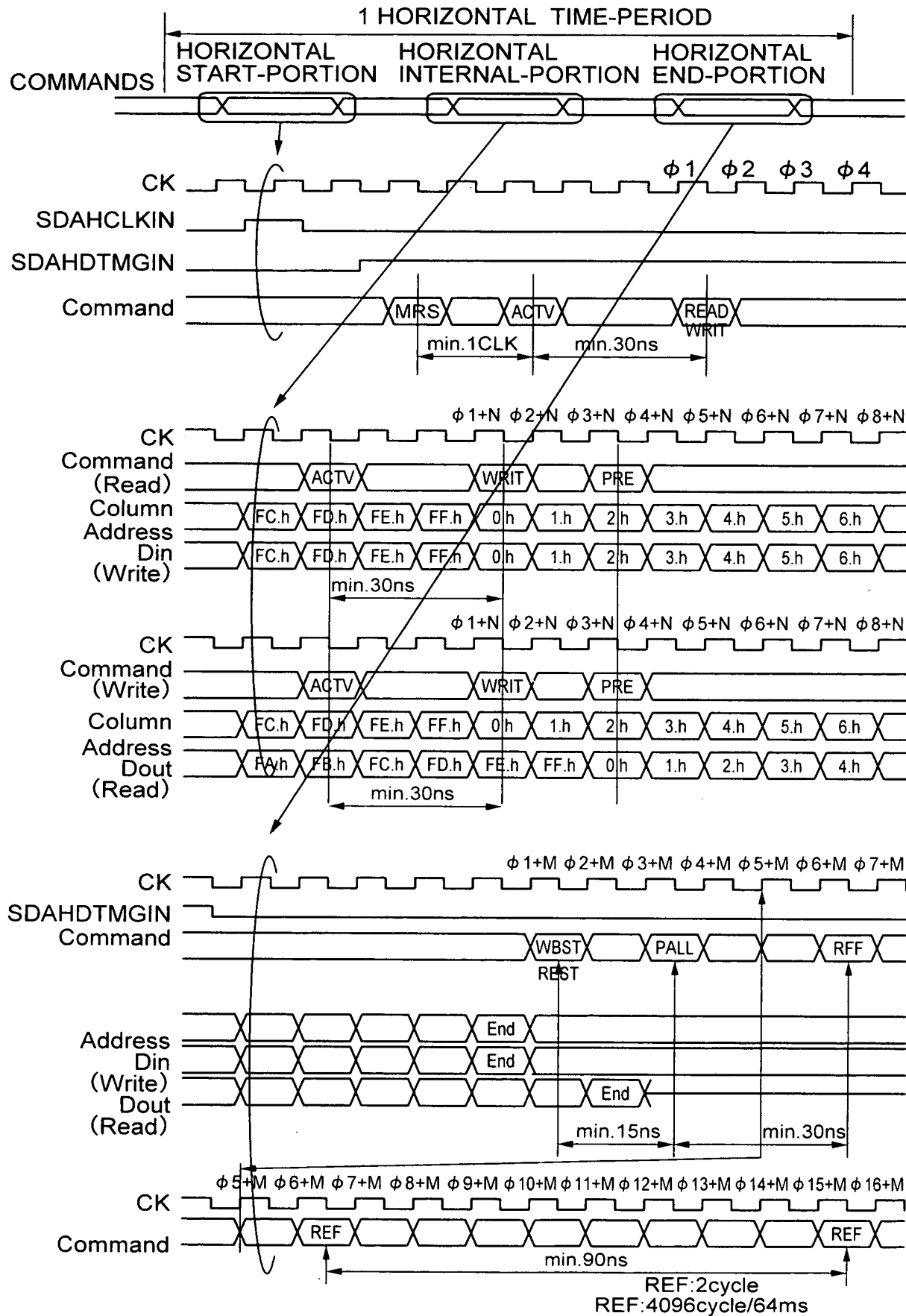


FIG. 34



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FIG. 35



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FIG. 36

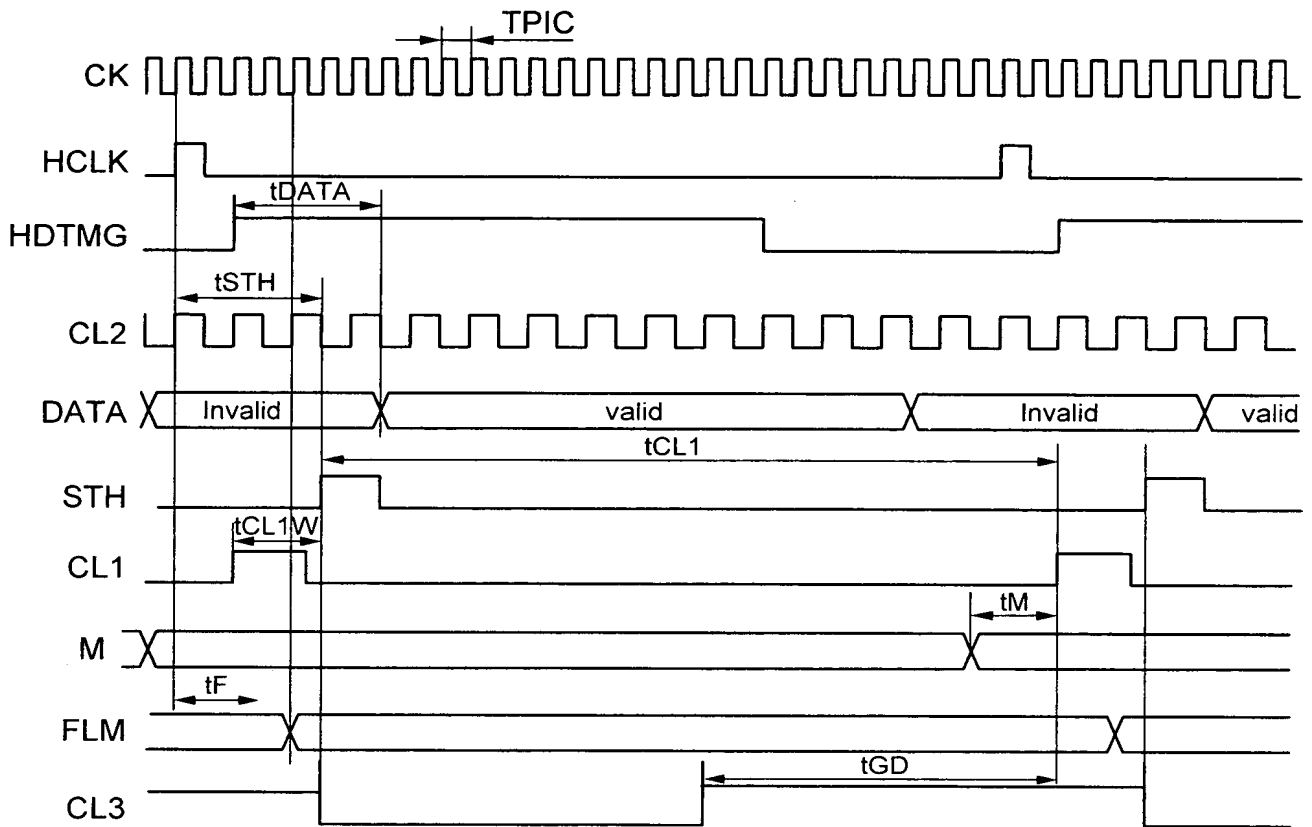


FIG. 37

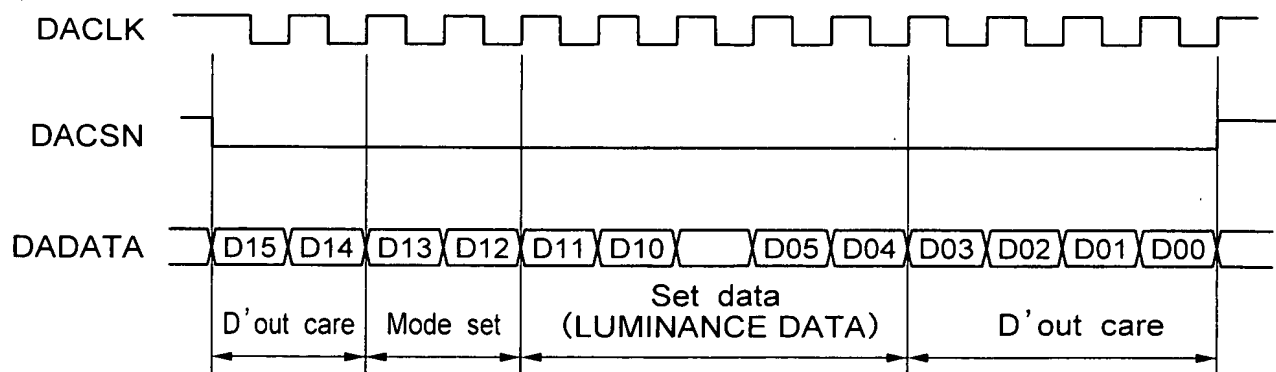
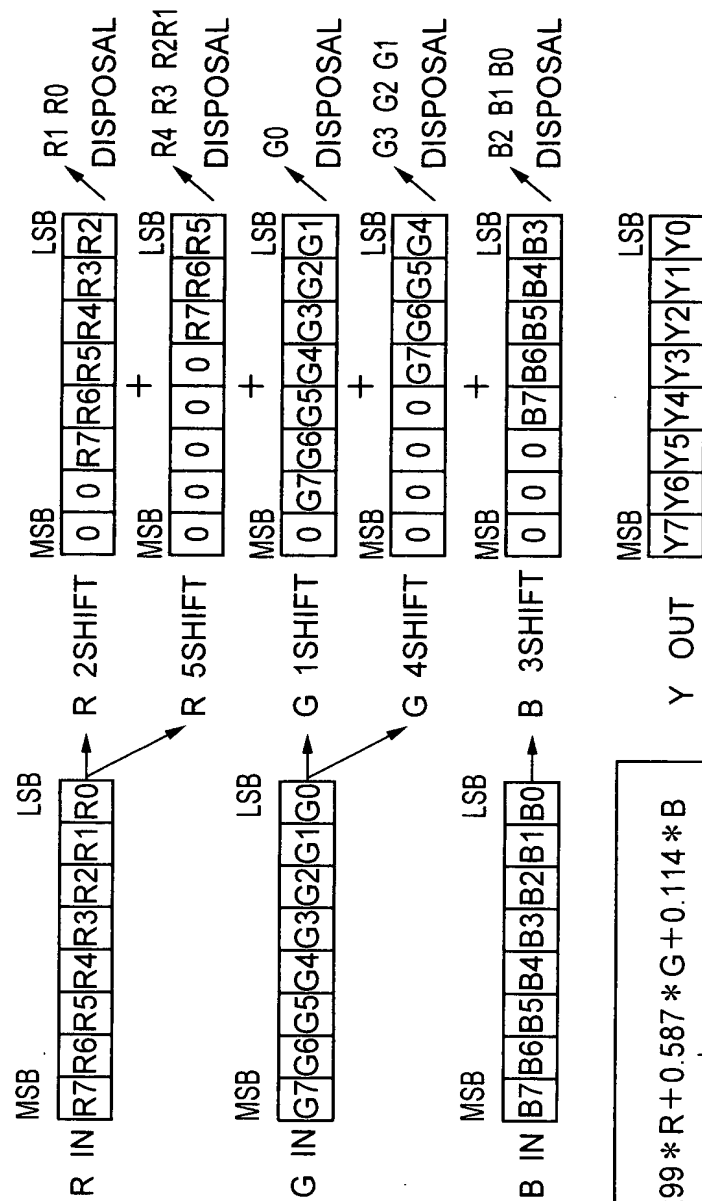


FIG. 38



$$Y \text{ OUT} = 0.299 * R + 0.587 * G + 0.114 * B$$

$$Y \text{ OUT} = 0.281 * R + 0.563 * G + 0.125 * B$$

FIG. 39

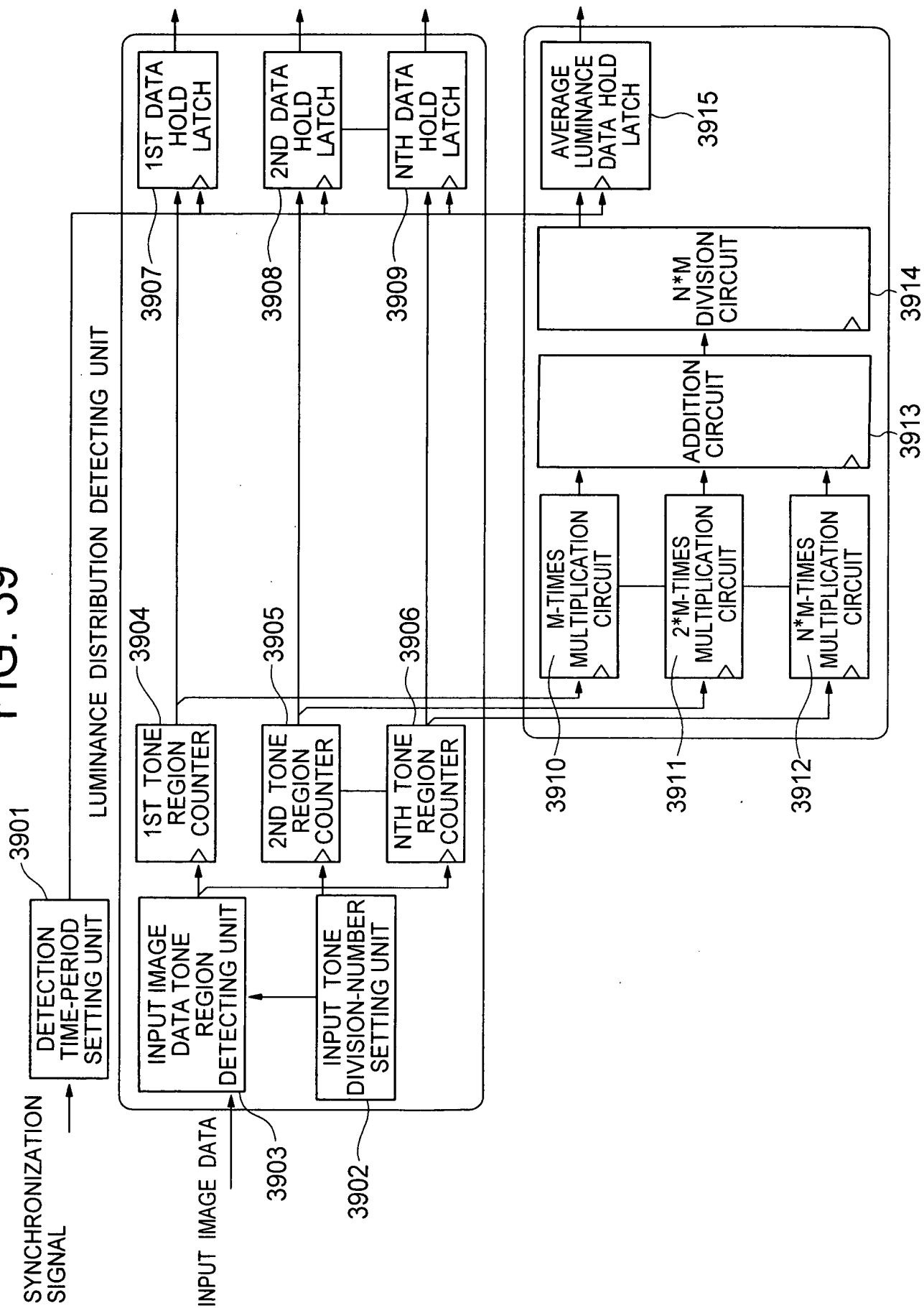


FIG. 40

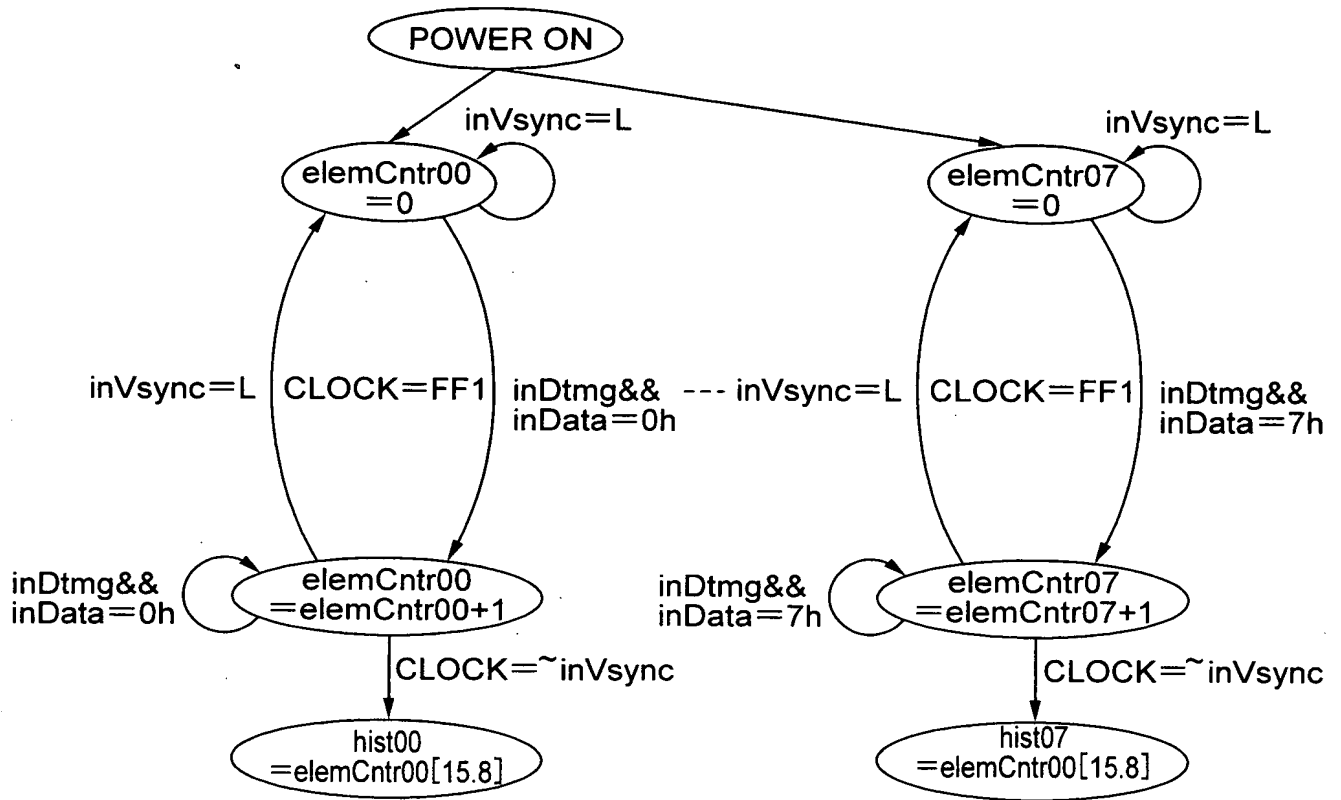


FIG. 41

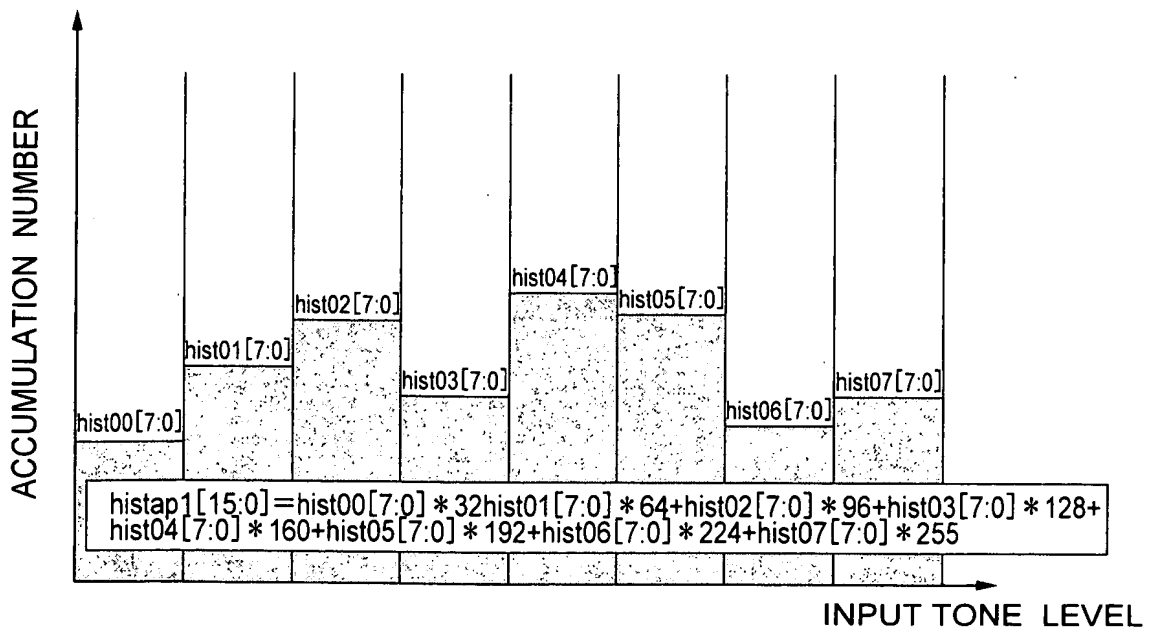


FIG. 42

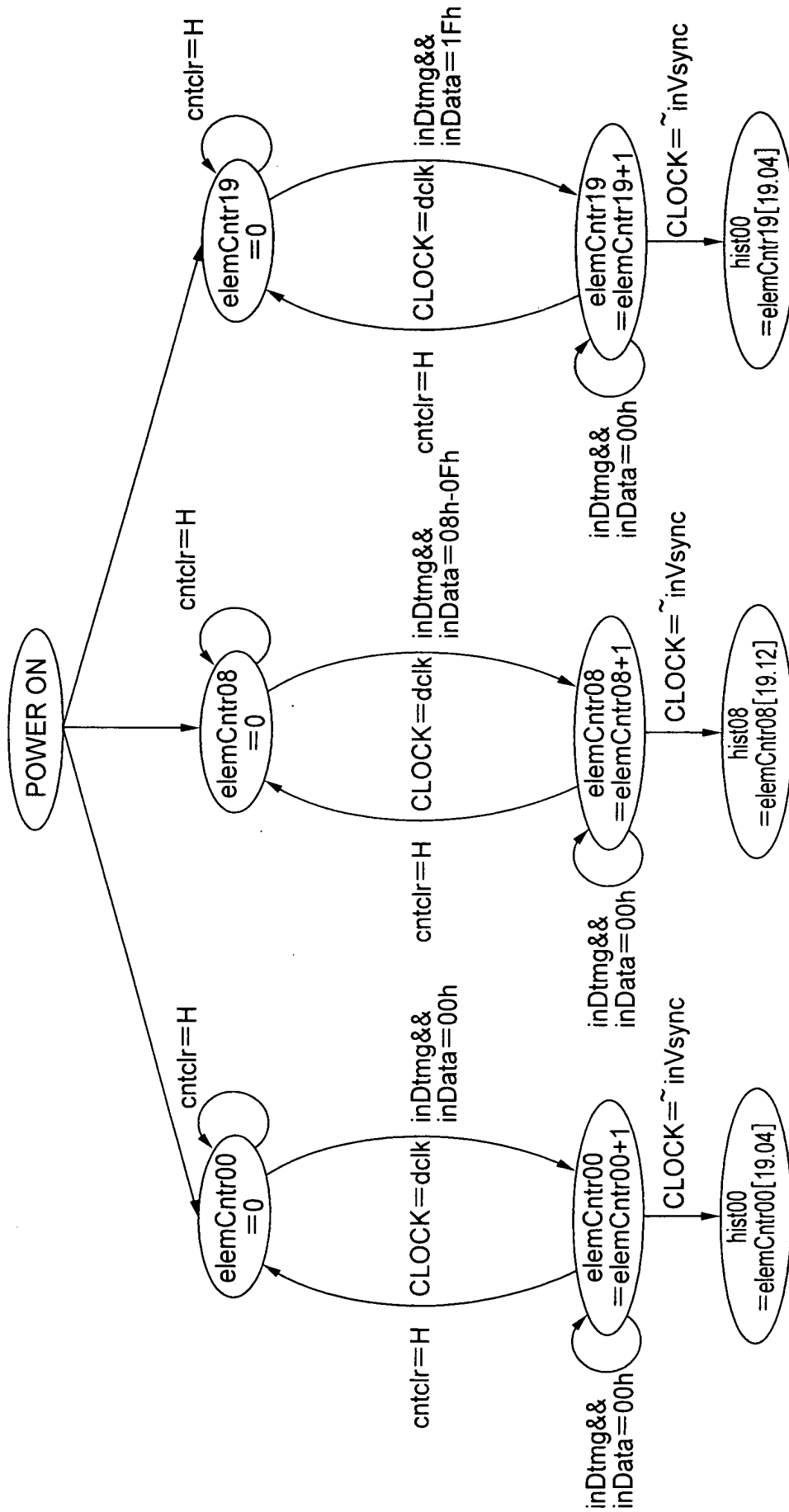


FIG. 43

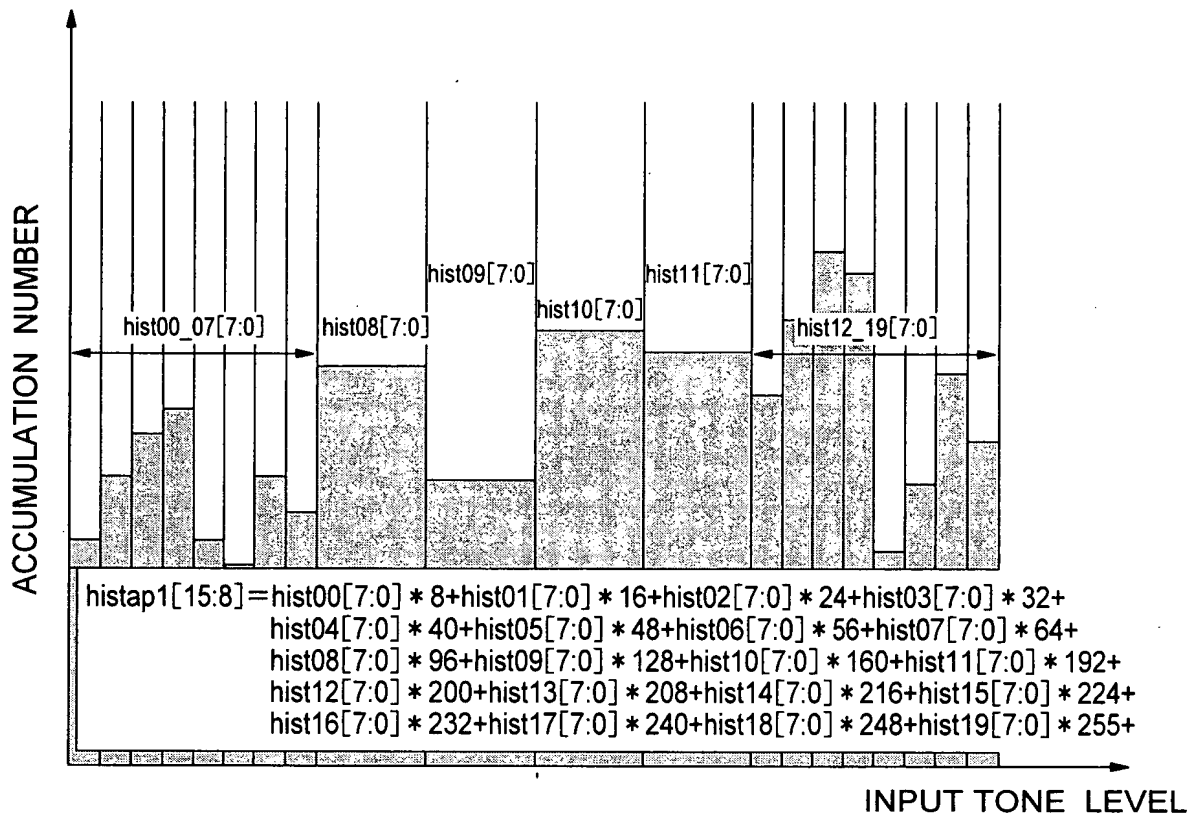


FIG. 44

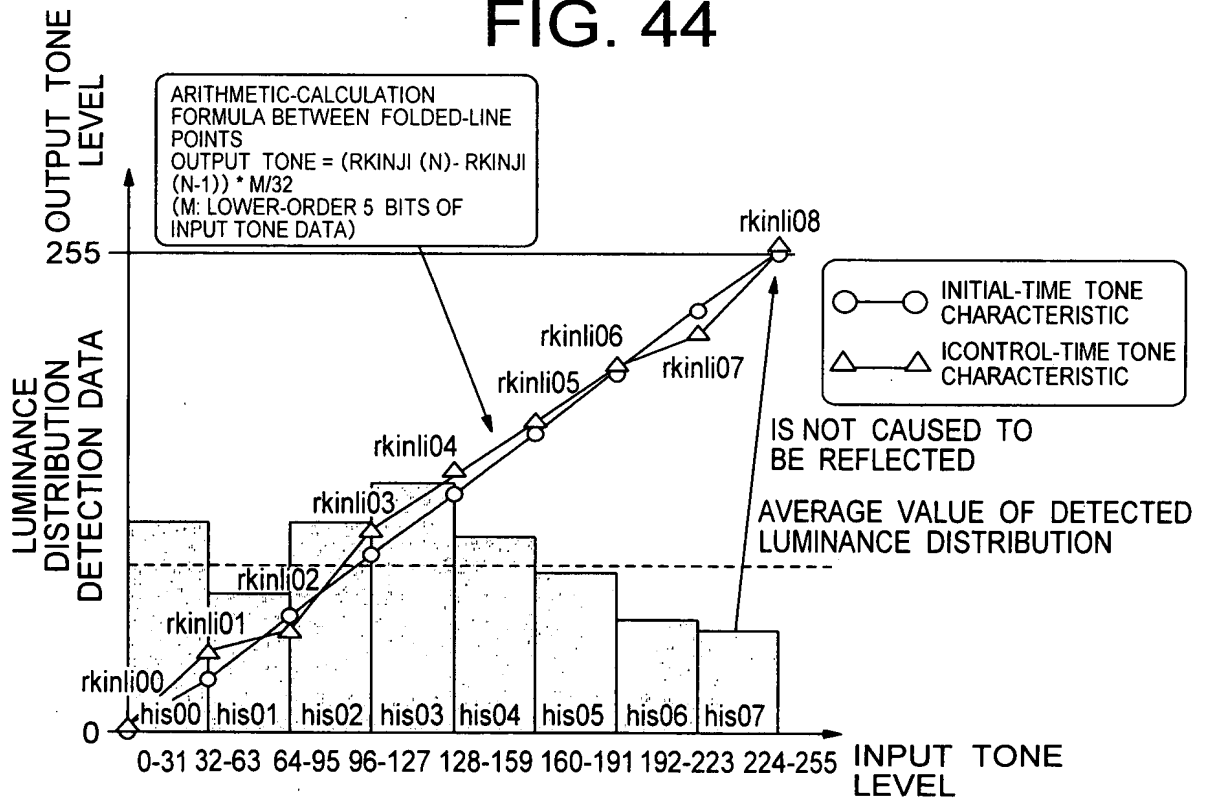


FIG.45

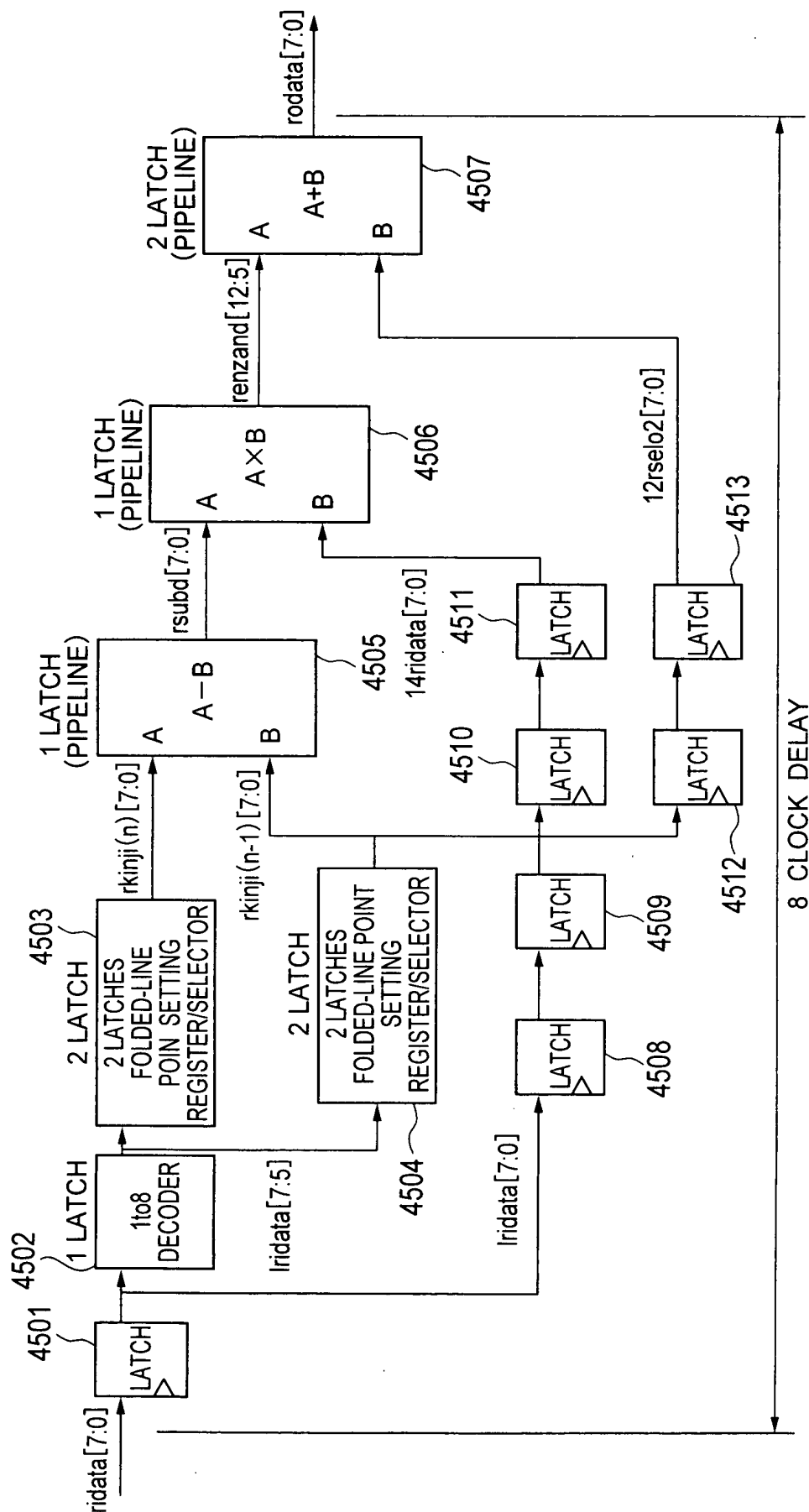


FIG. 46

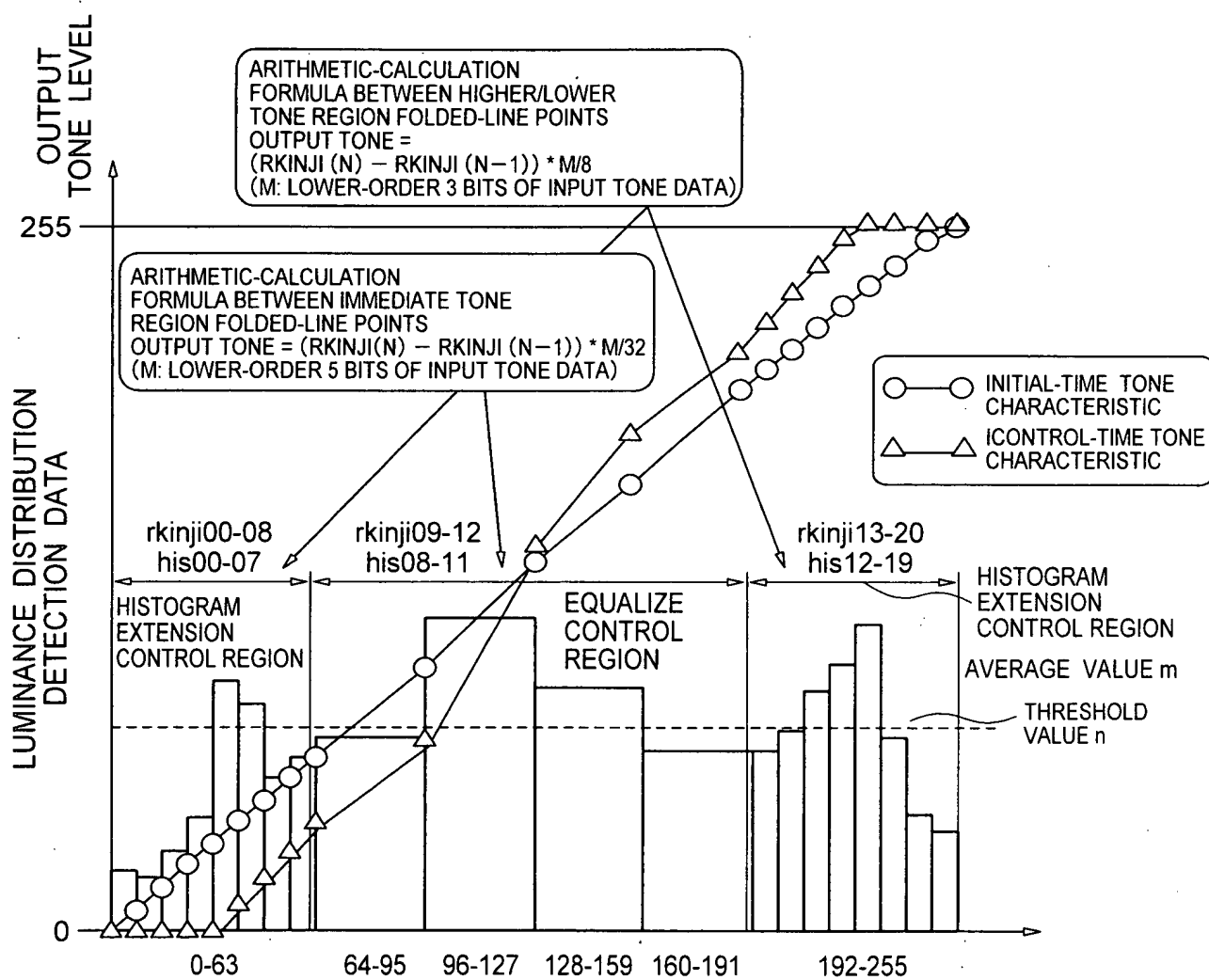


FIG. 47

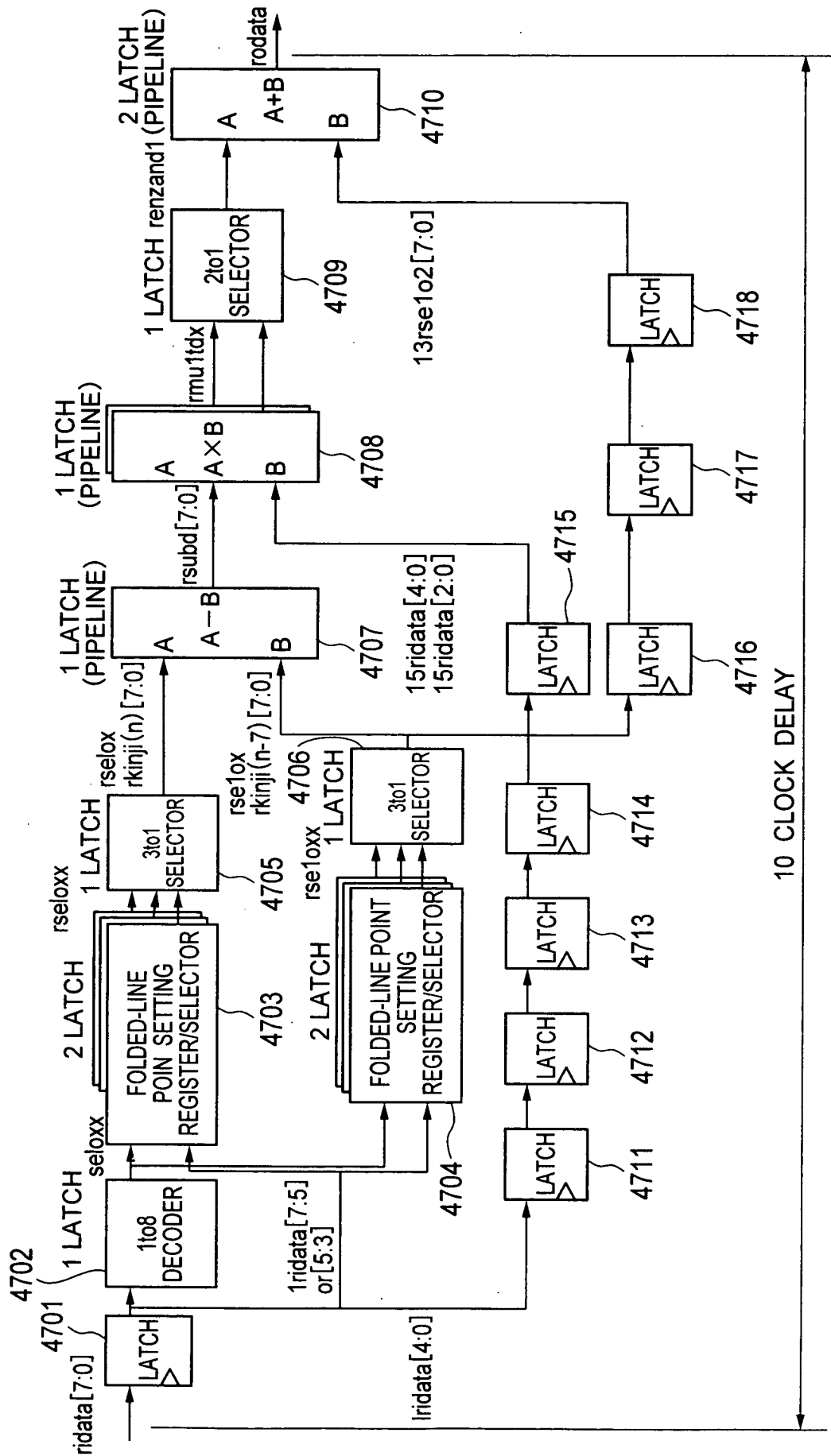


FIG. 48

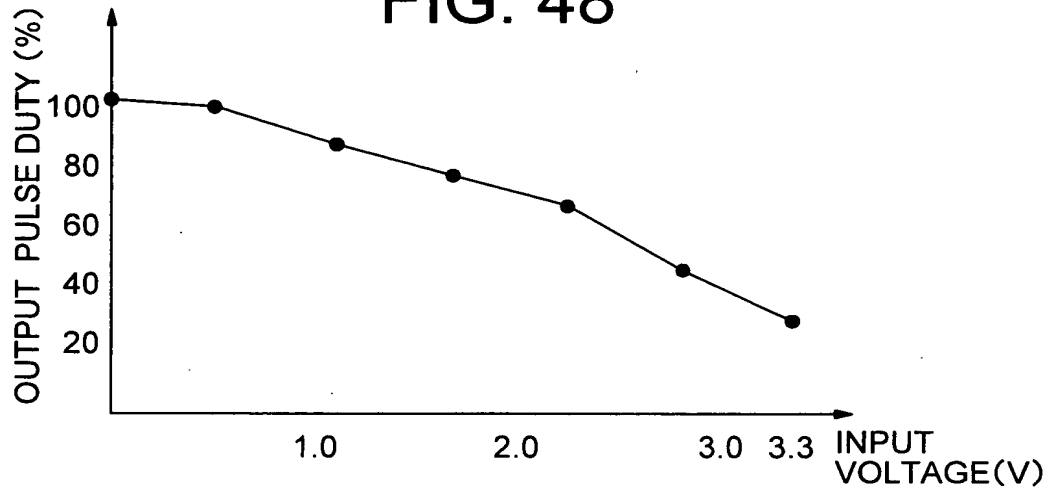


FIG. 49

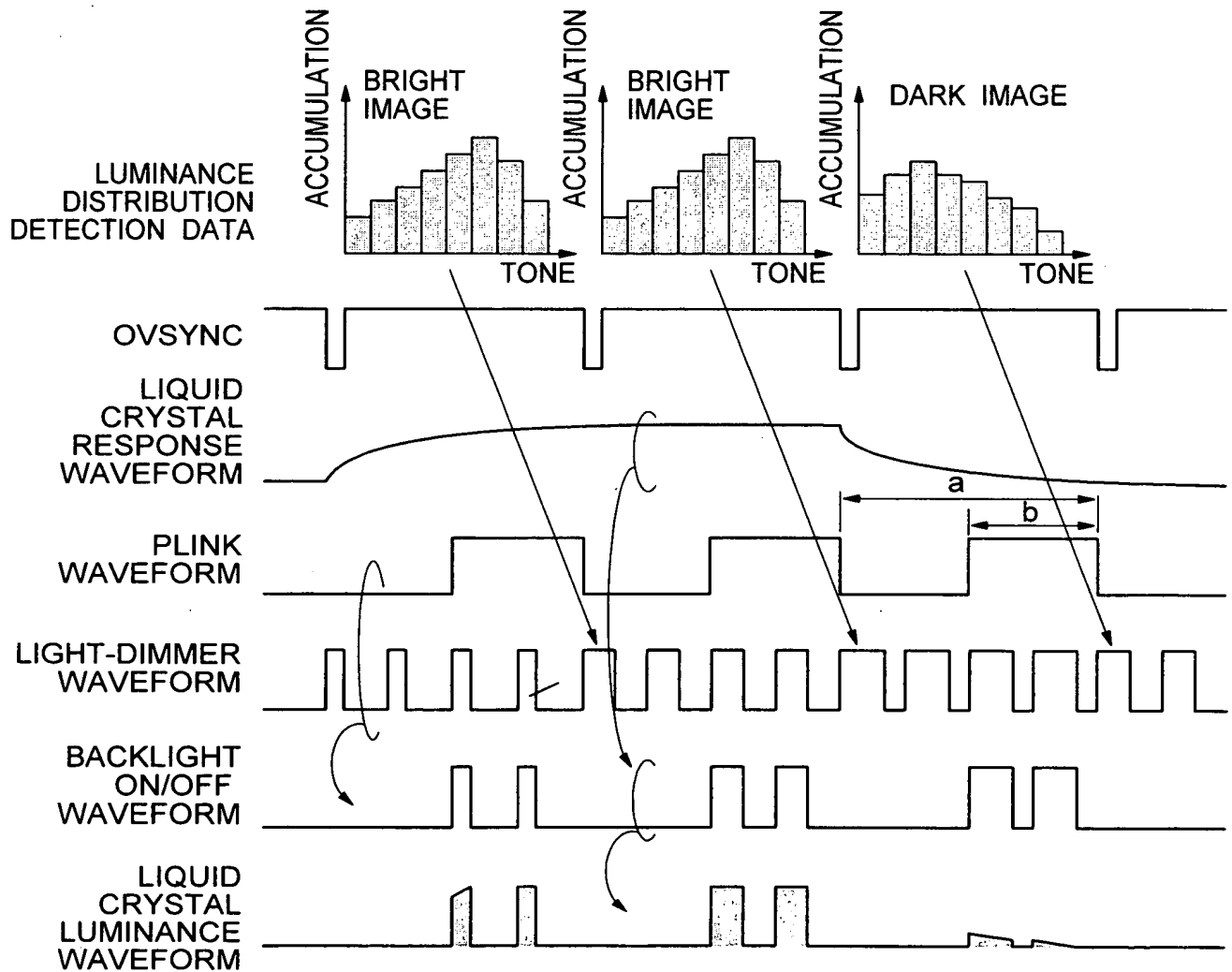


FIG. 50

$a+b+c+d+e+f+g+h=192\text{POINTS}$

IMAGE JUDGING CONDITION

JUDGING CONDITION 1: BRIGHT IMAGE (LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)

$E > 48 \text{ POINTS}$ OR $F > 40 \text{ POINTS}$ OR $G > 32 \text{ POINTS}$ OR $H > 24 \text{ POINTS}$

JUDGING CONDITION 2: DARK IMAGE (LARGE NUMBER OF LOWER-ORDER TONE DISTRIBUTION REGIONS)

OTHER THAN THE ABOVE-MENTIONED JUDGING CONDITION 1 (LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)

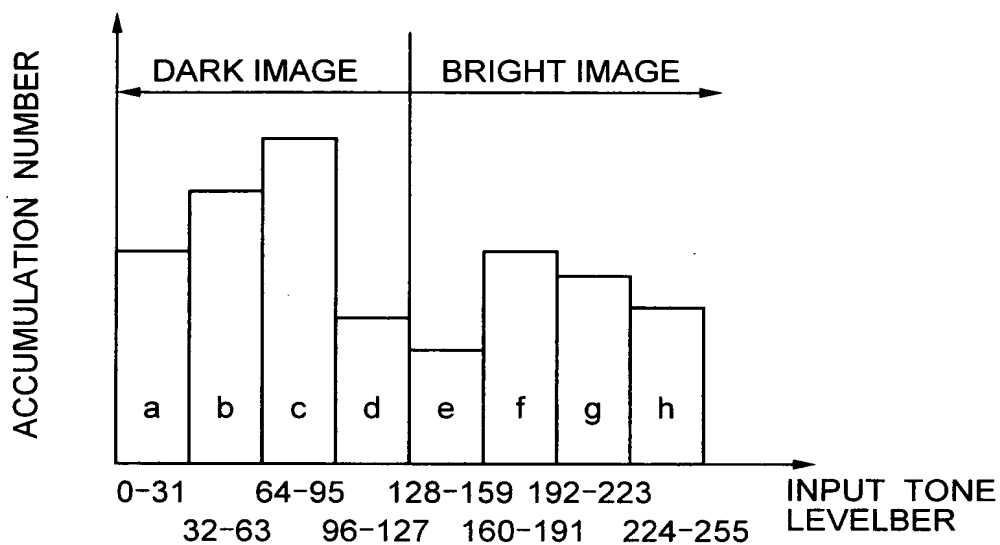


FIG. 51

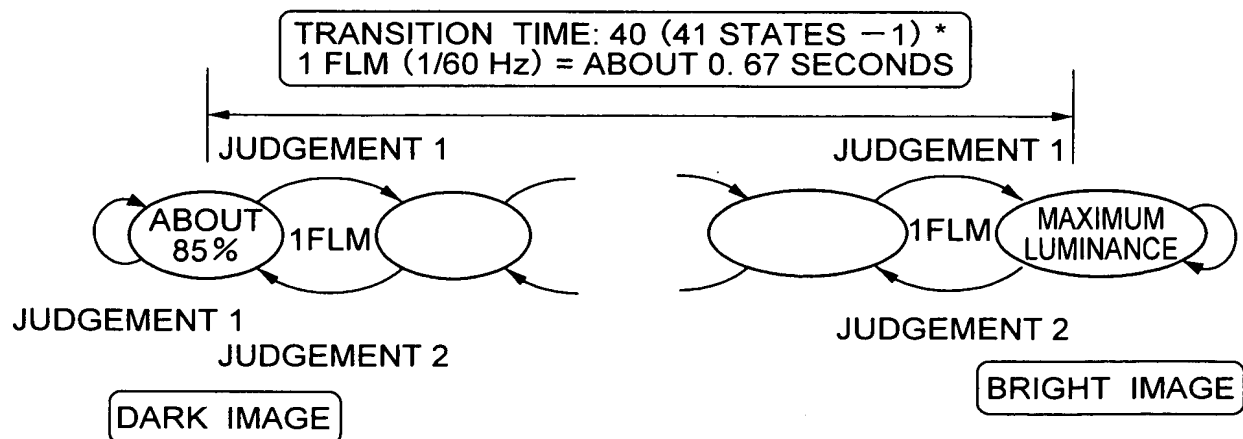
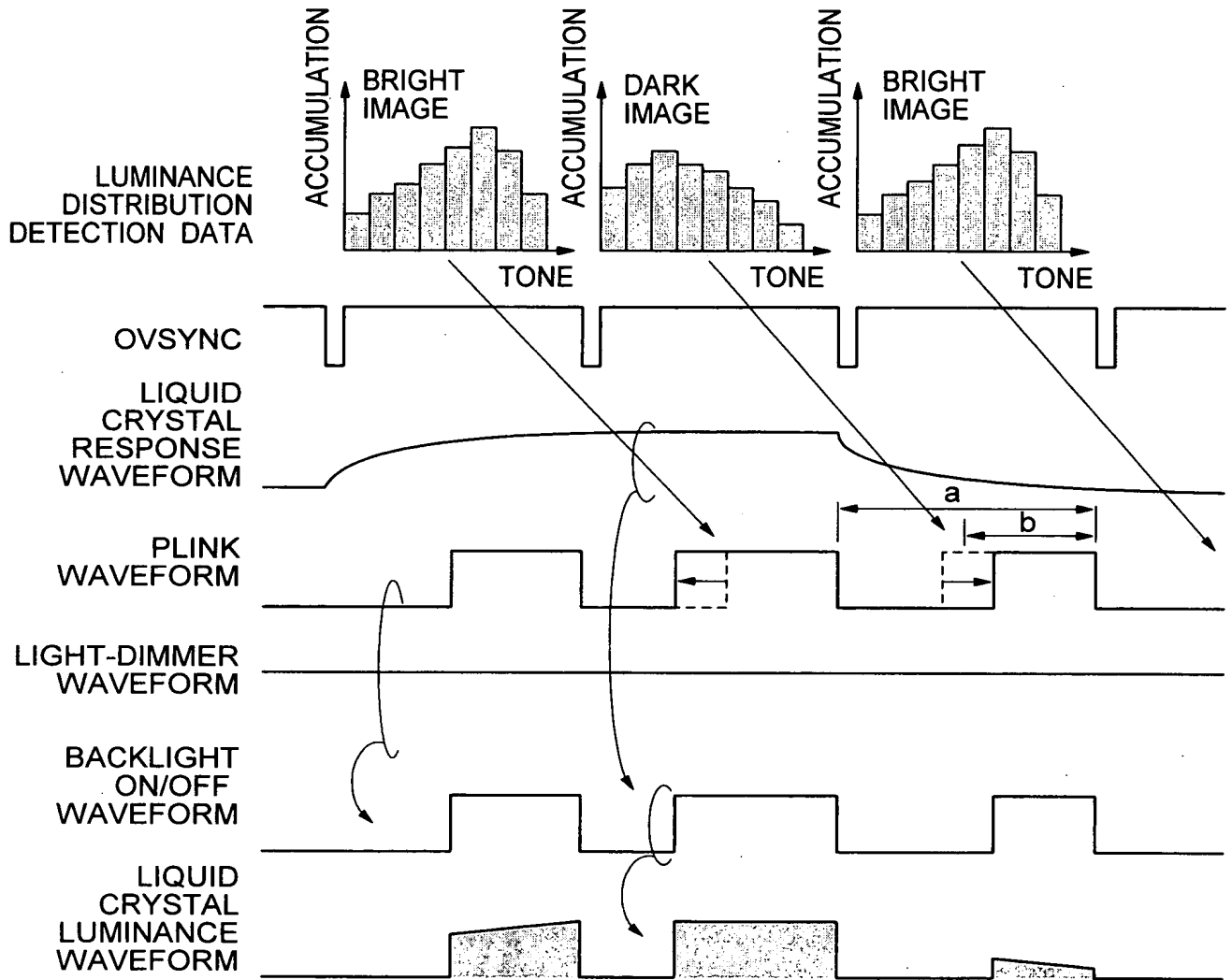
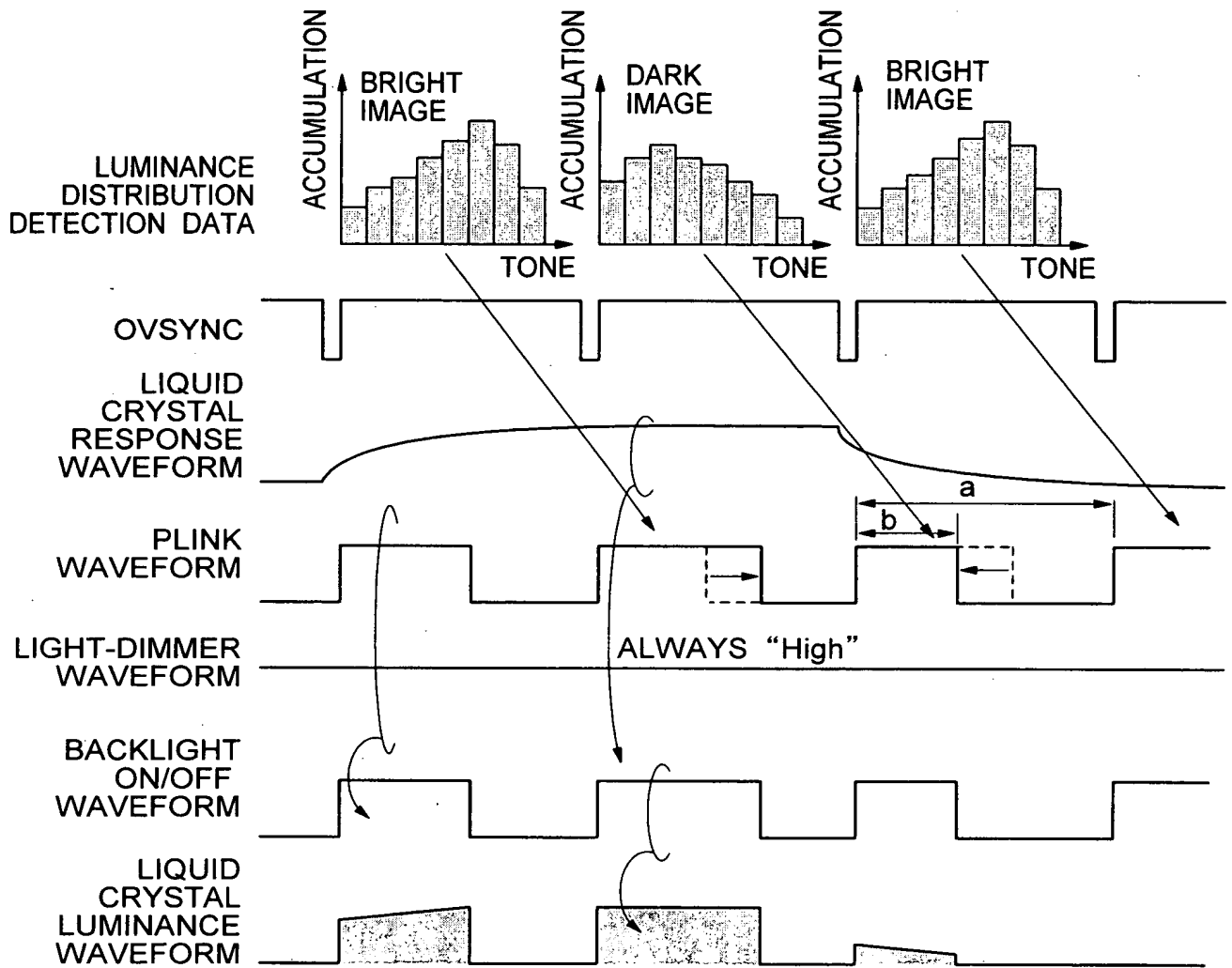


FIG. 52



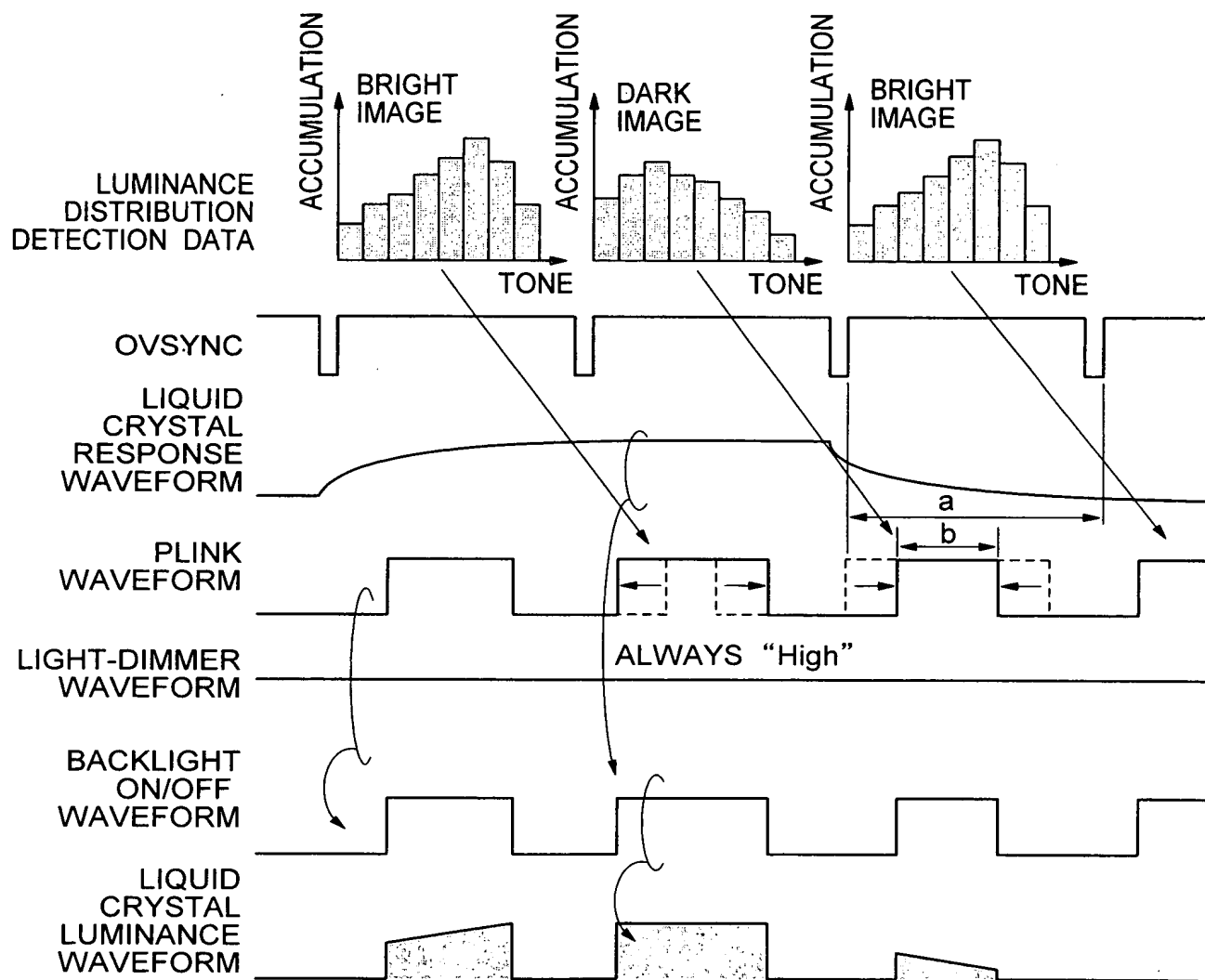
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FIG. 53



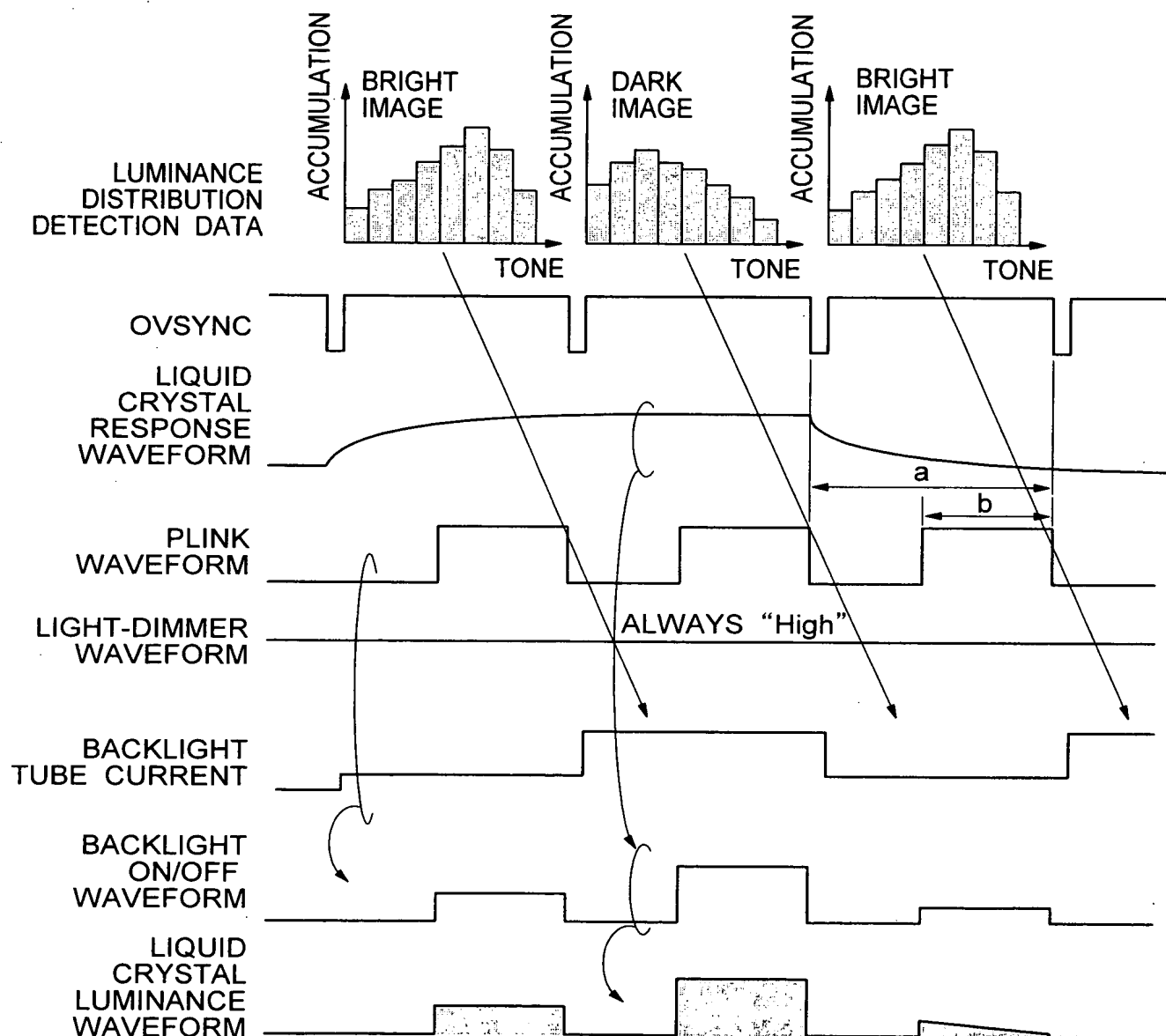
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FIG. 54



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FIG. 55



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